1.	Record Nr.	UNISA996390225903316
	Autore	Whitford Richard <fl. 1495-1555?>
	Titolo	A werke for housholders [[electronic resource]] : or for them that haue the guidyng or gouernaunce of any company. Gadred and set forth by a professed brother of Syon, Richarde Whitforde: and newly corrected and prynted agayne with an addicion of polici for housholding, set forth also by the same brother
	Pubbl/distr/stampa	[Imprynted at London, : In flete strete, at the sygne of the George, by me Roberte Redman, The yere of our lorde god. M.D.xxxi. The .xix. day of Auguste. [1531]]
	Descrizione fisica	[98+] p
	Altri autori (Persone)	Bernard Silvestris <fl. 1136.>
	Soggetti	Christian life Prayer-books Death
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Imprint from colophon. On F5v: A breue or shorte monicion or counseyle of the cure and gouernaunce of a houshold, accordyng vnto policy. Taken out of a pystle of a great lerned man, called Bernarde Siluestre, [and] put among the werkes of sai[n]t Bernarde for bycause that many done iuge [and] thynke it was his owne werke. Set forth by the same brother. Formerly part 2 of STC 25412. Filmed with and identified as part 2 of STC 25412 on UMI microfilm. "The Bernardus portion is reprinted with minor alterations from STC 1967.5."--STC. Copy catalogued imperfect: signatures F and G incomplete. Reproduction of the original in the Cambridge University Library.
	Sommario/riassunto	eebo-0021

2. Record Nr.	UNISA996546828903316
Titolo	Computer vision, imaging and computer graphics theory and applications : 16th international joint conference, VISIGRAPP 2021, virtual event, February 8-10, 2021, revised selected papers / / edited by A. Augusto de Sousa
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2023] ©2023
ISBN	3-031-25477-5
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (382 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1691
Disciplina	016.503
Soggetti	Computer graphics Computer vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Computer Graphics Theory and Applications -- Impact of Avatar Representation in a Virtual Reality-based Multi-user Tunnel Fire Simulator for Training Purposes -- Facade Layout Completion with Long Short-term Memory Networks -- Human Computer Interaction Theory and Applications -- Generating Haptic Sensations over Spherical Surface -- Effects of Emotion-Induction Words on Memory and Pupillary Reactions while Viewing Visual Stimuli with Audio Guide -- A Bimanual Flick-based Japanese Software Keyboard using Direct Kanji Input -- Comparison of Cardiac Activity and Subjective Measures during Virtual Reality and Real Aircraft Flight -- Information Visualization Theory and Applications -- Improving Self-supervised Dimensionality Reduction: Exploring Hyperparameters and Pseudo-labeling Strategies -- Visualization of Source Code Similarity using 2.5 D Semantic Software Maps -- Revisiting Order-Preserving, Gap-Avoiding Rectangle Packing -- Exploratory Data Analysis of Population Level Smartphone-sensed Data -- Towards Interactive Geovisualization Authoring Toolkit for Industry Use Cases -- Computer Vision Theory and Applications -- Global-fiirst Training Strategy with Convolutional Neural Networks to Improve Scale Invariance -- Spline-based Dense

Medial Descriptors for Image Simplification using Saliency Maps -- BS-GAENets: Brain-spatial Feature Learning Via a Graph Deep Autoencoder for Multi-modal Neuroimaging Analysis -- Enhancing Backlight and Spotlight Images by the Retinex-inspired Bilateral Filter SuPeR-B -- Rethinking RNN-based Video Object Segmentation.

Sommario/riassunto	This book constitutes the refereed proceedings of the 16th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, VISIGRAPP 2021, held as a virtual event, February 8–10, 2021. The 16 full papers presented in this volume were carefully reviewed and selected from 371 submissions. The purpose of VISIGRAPP is to bring together researchers and practitioners interested in both theoretical advances and applications of computer vision, computer graphics and information visualization. VISIGRAPP is composed of four co-located conferences, each specialized in at least one of the aforementioned main knowledge areas, namely GRAPP, IVAPP, HUCAPP and VISAPP. The contributions were organized in topical sections as follows: Computer Graphics Theory and Applications; Human Computer Interaction Theory and Applications; Information Visualization Theory and Applications; Computer Vision Theory and Applications.