1. Record Nr. UNISALENTO991000913939707536

Autore	Ewald, William Bragg
Titolo	From Kant to Hilbert : a source book in the foundations of mathematics / William Ewald
Pubbl/distr/stampa	Oxford : Clarendon press, 1996
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Descrizione fisica	2 v. ; 24 cm.
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Soggetti	Mathematics-philosophy
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes bibliographical references and indexes

2.

Record Nr.	UNINA9910745586303321
Autore	Ivanov Vitalii (Manufacturing engineer)
Titolo	Augmented Reality for Engineering Graphics / / by Vitalii Ivanov, Ivan Pavlenko, Artem Evtuhov, Justyna Trojanowska
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
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Collana	Springer Tracts in Mechanical Engineering, , 2195-9870
Classificazione	COM016000TEC009060TEC016020
Disciplina	620.0042
Soggetti	Engineering design Virtual reality Augmented reality Industrial engineering Production engineering Engineering Design Virtual and Augmented Reality Industrial and Production Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Major challenges in engineering education -- Product design -- Visualization of engineering products -- Software description of the AR mobile application -- Exercises.
Sommario/riassunto	This open access book offers a timely snapshot of Augmented Reality (AR) technology, with an emphasis on its application within the mechanical and manufacturing engineering domains, for both educational and industrial purposes. Reporting on the experience of the authors, the book introduces readers to the principles of product design, with an emphasis on modern strategies and approaches for user-centered design, creativity, and design for manufacturing and sustainability. It guides to the application augmented reality and visualization techniques in the design process. In turn, it describes an AR mobile application developed by the authors to transform 2D drawings into dynamic 3D objects. The book also includes exercises. All in all, this book offers a practice-oriented guide to Augmented Reality applications in mechanical engineering and education,

addressing advanced undergraduate students, lecturers, and professionals in the engineering field. This is an open access book.