

1. Record Nr.	UNISALENTO991001552469707536
Autore	Marcabru, 12th cent
Titolo	Marcabru : a critical edition / by Simon Gaunt, Ruth Harvey, and Linda Paterson ; with John Marshall as philological adviser ; and with the assistance of Melanie Florence
Pubbl/distr/stampa	Cambridge [England] ; Rochester, NY : D.S. Brewer, 2000
Titolo uniforme	Works. English & Provençal. 2000 1458056
ISBN	0859915743
Descrizione fisica	xi, 609 p. ; 24 cm.
Altri autori (Persone)	Gaunt, Simonauthor Harvey, Ruthauthor Paterson, Linda M.
Disciplina	849.12
Soggetti	Marcabru, 12th cent Marcabru, 12th cent
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Include bibliografia (p. [573]-593) e indice

2.	Record Nr.	UNIORUON00407874
	Autore	ARAÚJO, Matilde Rosa
	Titolo	O livro da tila : cantigas pequeninas / Matilde Rosa Araújo
	Pubbl/distr/stampa	Coimbra, : Atlântida Editora, 1968
	Descrizione fisica	99 p. : ill. ; 21 cm.
	Disciplina	869.1
	Lingua di pubblicazione	Portoghese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
3.	Record Nr.	UNINA9911019715303321
	Titolo	3D object processing : compression, indexing and watermarking / / edited by Jean-Luc Dugelay, Atilla Baskurt, Mohamed Daoudi
	Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : J. Wiley & Sons, c2008
	ISBN	9786611837167 9780470510773 0470510773 9781281837165 1281837164 9780470510780 0470510781
	Descrizione fisica	1 online resource (212 p.)
	Altri autori (Persone)	BaskurtAtilla <1960-> DaoudiMohamed, Ph. D. DugelayJean-Luc
	Disciplina	621.36/7
	Soggetti	Digital images - Watermarking Image compression Image processing - Digital techniques Three-dimensional imaging
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa

Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	3D Object Processing; Contents; About the Contributors; Introduction; 1 Basic Background in 3D Object Processing; 1.1 3D Representation and Models; 1.2 3D Data Source; 1.3 3D Quality Concepts; 1.4 Summary; References; 2 3D Compression; 2.1 Introduction; 2.2 Basic Review of 2D Compression; 2.3 Coding and Scalability Basis; 2.4 Direct 3D Compression; 2.5 Compression Based on Approximation; 2.6 Normative Aspect: MPEG-4; 2.7 Conclusion; 2.8 Summary; 2.9 Questions and Problems; References; 3 3D Indexing and Retrieval; 3.1 Introduction; 3.2 Statistical Shape Retrieval; 3.3 Structural Approaches 3.4 Transform-based Approaches: Spin Images3.5 View-based Approach; 3.6 Normative Aspect: MPEG-7; 3.7 Summary; References; 4 3D Object Watermarking; 4.1 Introduction; 4.2 Basic Review of Watermarking; 4.3 Watermarking Principles Applied to 3D Objects; 4.4 A Guided Tour of 3D Watermarking Algorithms; 4.5 Concluding Remarks; 4.6 Summary; 4.7 Questions and Problems; References; Conclusion; Index
Sommario/riassunto	The arrival, and continuing evolution, of high quality 3D objects has been made possible by recent progress in 3D scanner acquisition and 3D graphics rendering. With this increasing quality comes a corresponding increase in the size and complexity of the data files and the necessity for advances in compression techniques. Effective indexing to facilitate the retrieval of the 3D data is then required to efficiently store, search and recapture the objects that have been compressed. The application of 3D images in fields such as communications, medicine and the military also calls for copyrigh