

1. Record Nr.	UNISALENTO991001894269707536
Autore	Gray, Nicolete
Titolo	Lettering as drawing : the moving line / Nicolete Gray
Pubbl/distr/stampa	London ; New York : Oxford University Press, 1970
ISBN	0192899066
Descrizione fisica	88 p. : ill. ; 21 cm
Collana	Oxford paperbacks, handbooks for artists ; 6
Disciplina	745.6
Soggetti	Calligrafia
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910716726503321
Autore	Lundquist Eugene E.
Titolo	Stability of structural members under axial load / / by Eugene E. Lundquist
Pubbl/distr/stampa	Washington, [D.C.] : , : National Advisory Committee for Aeronautics, , 1937
Descrizione fisica	1 online resource (29 pages) : illustrations
Collana	Technical note / National Advisory Committee for Aeronautics ; ; No. 617
Soggetti	Structural design Axial loads Mathematical analysis
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"October 1937." No Federal Depository Library Program (FDLP) item number.
Nota di bibliografia	Includes bibliographical references (page 22).

3.	Record Nr.	UNISALENTO991000277389707536
	Autore	Cianflone, Antonio
	Titolo	L'appalto di opere pubbliche / Antonio Cianflone, Giorgio Giovannini
	Pubbl/distr/stampa	Milano : A. Giuffrè, 2003
	ISBN	9788814099472
	Edizione	[11. ed]
	Descrizione fisica	xviii, 1473 p. ; 24 cm
	Altri autori (Persone)	Giovannini, Giorgioauthor
	Disciplina	344.5046
	Soggetti	Lavori pubblici - Appalti - Legislazione statale
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
4.	Record Nr.	UNINA9910861092803321
	Autore	Li Ge
	Titolo	Point Cloud Compression : Technologies and Standardization / / by Ge Li, Wei Gao, Wen Gao
	Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2024
	ISBN	981-9719-57-7
	Edizione	[1st ed. 2024.]
	Descrizione fisica	1 online resource (264 pages)
	Altri autori (Persone)	GaoWei GaoWen
	Disciplina	003.54
	Soggetti	Coding theory Information theory Virtual reality Augmented reality Multimedia systems Computer vision Computer graphics Image processing Coding and Information Theory Virtual and Augmented Reality Multimedia Information Systems

Computer Vision
Computer Graphics
Image Processing

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Nota di contenuto

-- Chapter1. Introduction. -- Chapter 2. Background Knowledge. -- Chapter 3. Predictive Coding. -- Chapter 4. Transform Coding. -- Chapter 5. Quantization Techniques. -- Chapter 6. Entropy Coding. -- Chapter 7. MPEG Geometry-based Point Cloud Compression (G-PCC) Standard. -- Chapter 8. AVS Point Cloud Compression Standard. -- Chapter 9. MPEG Video-based Point Cloud Compression (V-PCC) Standard. -- Chapter 10. MPEG AI-based 3D Graphics Coding Standard. -- Chapter 11. Future Work. -- Index.

Sommario/riassunto

3D point clouds have broad applications across various industries and have contributed to advancements in fields such as autonomous driving, immersive media, metaverse, and cultural heritage protection. With the fast growth of 3D point cloud data and its applications, the need for efficient compression technologies has become paramount. This book delves into the forefront of point cloud compression, exploring key technologies, standardization efforts, and future prospects. This comprehensive book uncovers the foundational concepts, data acquisition methods, and datasets associated with point cloud compression. By examining the fundamental compression technologies, readers can obtain a clear understanding of prediction coding, transform coding, quantization techniques, and entropy coding. Through vivid illustrations and examples, the book elucidates how these techniques have evolved over the years and their potentials for the future. To provide a complete picture, the book presents cutting-edge research methods in point cloud compression and facilitates comparisons among them. Readers can be equipped with an in-depth understanding of the latest advancements, and can gain insights into the various approaches employed in this dynamic field. Another distinguishing aspect of this book is its exploration of standardization works for point cloud compression. Notable standards, such as MPEG G-PCC, AVS PCC, and MPEG V-PCC, are thoroughly illustrated. By delving into the methods used in geometry-based, video-based, and deep learning-based compression, readers become familiar with the latest breakthroughs in the standard communities.