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Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise.

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

This true crime saga reveals the case of a missing Nashville woman, a husband on the run, and a rare cold case murder conviction. Janet March had it all: a corporate lawyer husband, two beautiful children, a promising career as an artist, and a dream house she designed herself. But behind closed doors, her husband led a destructive double life. On August 16, 1996, Janet had an appointment to finally file for divorce. But she never arrived. On the night of August 15, Janet vanished. Janet's disappearance incited a massive search and media frenzy that revealed her husband Perry's seedy dealings. When he absconded with his children to a new life in Mexico, Janet's parents began a decade-long, international custody battle that culminated in Perry's dramatic extradition to Tennessee. Meanwhile, the Nashville Police Department never found Janet's body. In spite of overwhelming odds, cold case detectives and prosecutors were determined to get justice—and with the help of a shocking surprise witness, they did.

Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

Having learned to be creative in drawing pictures at home, young Tommy is dismayed when he goes to school and finds the art lesson there much more regimented.

Digital health and medical informatics have grown in importance in recent years, and have now become central to the provision of effective healthcare around the world. This book presents the proceedings of the 30th Medical Informatics Europe conference (MIE). This edition of the conference, hosted by the European Federation for Medical Informatics (EFMI) since the 1970s, was due to be held in Geneva, Switzerland in April 2020, but as a result of measures to prevent the spread of the Covid19 pandemic, the conference itself had to be cancelled. Nevertheless, because this collection of papers offers a wealth of knowledge and experience across the full spectrum of digital health and medicine, it was decided to publish the submissions accepted in the review process and confirmed by the Scientific Program Committee for publication, and these are published here as planned. The 232 papers are themed under 6 section headings: biomedical data, tools and methods; supporting care delivery; health and prevention: precision medicine and public health; human factors and citizen centered digital health: and ethics, legal and societal aspects. A 7th section deals with the Swiss personalized health network, and section 8 includes the 125 posters accepted for the conference. Offering an overview of current trends and developments in digital health and medical informatics, the book provides a valuable information resource for researchers and health practitioners alike.

Understanding Virtual Reality: Interface, Application, and Design, Second Edition, arrives at a time when the technologies behind virtual reality have advanced dramatically in their development and deployment, providing meaningful and productive virtual reality applications. The aim of this book is to help users take advantage of ways they can identify and prepare for the applications of VR in their field, whatever it may be. The included information counters both exaggerated claims for VR, citing dozens of real-world examples. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as the underlying technologies evolve. You get a history of VR, along with a good look at systems currently in use. However, the focus remains squarely on the application of VR and the many issues that arise in application design and implementation, including hardware requirements, system integration, interaction techniques and usability. Features substantive, illuminating coverage designed for technical or business readers and the classroom Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction and other fields Provides (via a companion website) additional case studies, tutorials, instructional materials and a link to an open-source VR programming system Includes updated perception material and new sections on game engines, optical tracking, VR visual interface software and a new glossary with pictures

This book is designed to serve as an up-to-date reference on the use of cone-beam computed tomography for the purpose of 3D imaging of the craniofacial complex. The focus is in particular on the ways in which craniofacial 3D imaging changes how we think about conventional diagnosis and treatment planning and on its clinical applications within orthodontics and oral and maxillofacial surgery. Emphasis is placed on the value of 3D imaging in visualizing the limits of the alveolar bone, the airways, and the temporomandibular joints and the consequences for treatment planning and execution. The book will equip readers with the knowledge required in order to apply and interpret 3D imaging to the benefit of patients. All of the authors have been carefully selected on the basis of their expertise in the field. In describing current thinking on the merits of 3D craniofacial imaging, they draw both on the available scientific literature and on their own translational research findings.

This book presents the proceedings of the fifth International Symposium on Modelling and Implementation of Complex Systems (MISC 2018). The event was held in Laghouat, Algeria, on December 16–18, 2018. The 25 papers gathered here have been selected from 109 submissions using a strict peer-review process, and address a range of topics concerning the theory and applications of networking and distributed computing, including: cloud computing and the IoT, metaheuristics and optimization, computational intelligence, software engineering and formal methods.

This book constitutes the refereed proceedings of the 16th International Conference on Mobile Web and Intelligent Information Systems, MobiWIS 2019, held in Istanbul, Turkey, in August 2019. The 23 full papers presented together with 3 short papers were carefully reviewed and selected from 74 submissions. The papers of the MobiWIS 2019 deal with areas such as: mobile apps and services; web and mobile applications; security and privacy; wireless networks and cloud computing; intelligent mobile applications; and mobile web and practical applications.

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