

3d Astronomy With Java An Introduction To Computer

"Wolfenstein 3D"-like and "Doom"-like game apps are some of the classic Android games presented in the original edition of this book. Since their release, Android has progressed with the debut of Android 4.0, adding better fonts, new User Interface and Experience (UI/UX) APIs, tablet considerations, multi-touch capabilities, multi-tasking, faster performance, and much more to the Android game app development repertoire. Multi-touch code gives these games and their players dynamic input and exchange ability, for a more realistic arcade game experience. Faster and better performance offers game players a more seamless, fun arcade experience like never before on Android. There is also improved native C/C++ integration with Android's NDK as well, which makes coding, compiling, and converting both productive and efficient with gains in app performance. With actionable real-world source, Advanced Android 4 Games shows you how to build more sophisticated and addictive Android games, harnessing the power of these recent advancements. Coverage of the new UI, UX, multi-touch and multi-tasking features available with Android 4.0. Learn other techniques for improving the game playing experience including Wi-Fi tethering, better multi-tasking, new and better streaming Web video using WebM, and more. By combining the elegant object-oriented features of Java and the raw power of C, there is no limit to the types of games that you can build for the platform, such as the "Quake 3D"-like game app case study in this book. You'll definitely have fun, and perhaps you'll even make some money. Enjoy!

E-Business has become a fact for almost all companies. But what are the key technologies for economically successful e-commerce? In this book readers will find all concepts that will coin tomorrow's e-business: virtual sales assistants (shopbots), personalized web pages, electronic market places, vendor managed inventory, virtual organizations, supply chain management. Both technical and economic issues of these concepts are discussed in detail. Leading-edge real world applications are presented that will shape e-business mid-term. This book is a must-read for managers or technical consultants as well as researchers needing in-depth information for strategic business decisions.

3D User Interfaces with Java 3D is a practical guide for providing next-generation applications with 3D user interfaces for manipulation of in-scene objects. Emphasis is on standalone and web-based business applications, such as for online sales and mass customization, but much of what this book offers has broad applicability to 3D user interfaces in other pursuits such as scientific visualization and gaming.

This book includes selected papers of the VISAPP and GRAPP International Conferences 2006, held in Funchal, Madeira, Portugal, February 25-28, 2006. The 27 revised full papers presented were carefully reviewed and selected from 314 submissions. The topics include geometry and modeling, rendering, animation and simulation, interactive environments, image formation and processing, image analysis, image understanding, motion, tracking and stereo vision.

17th Symposium Held in Rome, Italy, 2006

Advanced Research in Virtual and Rapid Prototyping -- Proceedings of VRP4, Oct. 2009, Leiria, Portugal

Lectures on Clifford (Geometric) Algebras and Applications

Visual Special Effects Using Fusion 8.0

Ready-to-Run Java 3D

Simulation, Modeling, and Programming for Autonomous Robots

From Terrestrial Outcrops to Planetary Surfaces

Anatomical Accuracy in Medical 3D Modeling

The four volume set LNAI 3681, LNAI 3682, LNAI 3683, and LNAI 3684 constitute the refereed proceedings of the 9th International Conference on Knowledge-Based Intelligent Information and Engineering Systems, KES 2005, held in Melbourne, Australia in September 2005.The 716 revised papers presented were carefully reviewed and selected from nearly 1400 submissions. The papers present processing in the broadest sense: topics covered in the first volume are intelligent design support systems, data engineering, knowledge engineering and ontologies, knowledge discovery and data mining, advanced network application, approaches and methods of security engineering, chance discovery, information hiding and multimedia signal processing, soft computing techniques and their application, knowledge - based interface systems, intelligent information processing for remote sensing, intelligent human computer interaction systems, experience management and knowledge management, network (security) real-time and fault tolerant systems, advanced network application and real-time systems, and intelligent watermarking algorithms.

This book constitutes the refereed proceedings of the Third International Conference on Simulation, Modeling, and Programming for Autonomous Robots, SIMPAR 2012, held in Tsukuba, Japan, in November 2012. The 33 revised full papers and presented together with 3 invited talks were carefully reviewed and selected from 46 submissions. Ten papers describe design of complex behaviors of autonomous robots, modeling and learning. The papers are organized in topical sections on mobile robots, software modeling and architecture and humanoid and biped robots.

This book looks at the two most popular ways of using Java SE 6 to write 3D games on PCs: Java 3D (a high-level scene graph API) and JOGL (a Java layer over OpenGL). Written by Java gaming expert, Andrew Davison, this book uses the new Java (SE) 6 platform and its features including splash screens, scripting, and the desktop tray interface. This book is also unique in that it covers Java game components and libraries for Java-based 3D game application development

IEEE ... Workshop on Multimedia Signal Processing

Knowledge-Based and Intelligent Information and Engineering Systems

Cases on 3D Technology Application and Integration in Education

Pro Java 9 Games Development

14th International Conference, KES 2010, Cardiff, UK, September 8-10, 2010, Proceedings

Technologies for Tomorrow's Solutions

International Conferences VISAPP and GRAPP 2006, Setúbal, Portugal, February 25-28, 2006, Revised Selected Papers

A crash course in Java 3D, plus many ready-to-use applets that will leap off the screen and keep your viewers glued to your Web site. Here's everything you need to spice up your Web site with interactive content, rich realism, and animation-immediately! Each chapter is built around a ready-to-run Java 3D applet and begins with detailed, easy-to-follow instructions on how to customize it to your needs without compiling or coding. This is followed by a technical tutorial that explains how the applets were created using the Java 3D API. And, throughout the book, numerous examples and diagrams and loads of useable source code help make it amazingly quick and easy for you to master: * Core Java 3D commands. * Core Java 3D API components. * Special Java 3D development tools. * Graphics modeling and rendering concepts and techniques. * A range of 3D techniques, including lighting, texture manipulation, 3D fonts, image processing, and 3D sound. * Other powerful Java utilities, tools, and classes. The CD-ROM supplies you with: * Numerous customizable Java 3D applets and their HTML files. * Tools and resources to create 3D content. * Links to 3rd-party tool vendors. * The Java 2 platform (formerly JDK 1.2). * Java 3D Runtime Environment.

Vietnam is a rapidly developing, socially dynamic country, where interest in biomedical engineering activities has grown considerably in recent years. The leadership of the Vietnamese government, and of research and educational institutions, are well aware of the importance of this field for the development of the country and have instituted policies to promote its development. The political, economic and social environment within the country offers unique opportunities for the international community and this conference was intended to provide a vehicle for the sharing of experiences; development of support and collaboration networks for research; and exchange of ideas on how to improve the educational and entrepreneurial environment to better address the urgent needs of Vietnam. In January 2004, under the sponsorship of the U.S. National Science Foundation, a U.S. delegation that consisted of Biomedical Engineering professors from different universities in the United States, visited several universities and research institutions in Vietnam to assess the state of development of this field. This delegation proposed a five year plan that was enthusiastically embraced by the international scientific communities to actively develop collaborations with Vietnam. Within this framework, in July 2005, the First International Conference on the Development of Biomedical Engineering in Vietnam was held in Ho Chi Minh City. From that conference a Consortium of Vietnam-International Universities was created to advise and assist the development of Biomedical Engineering in Vietnamese universities.

Cases on 3D Technology Application and Integration in Education highlights the use of 3D technologies in the educational environment and the future prospects of adaption and evolution beyond the traditional methods of teaching. This comprehensive collection of research aims to provide instructors and researchers with a solid foundation of information on 3D technology.

This book constitutes the refereed proceedings of the Second International Conference of the Immersive Learning Network, iLRN 2016, held in Santa Barbara, CA, USA, in June/July 2016. The proceedings contain 9 full papers carefully reviewed and selected from 45 submissions and the best 5 special track papers. The papers focus on various applications of immersive technologies to learning.

Medicine Meets Virtual Reality 2001

Java 3D, JOGL, JInput and JOAL APIs

Business Modeling and Software Design

COMPSTAT 2006 - Proceedings in Computational Statistics

Content Production of Digital Audio/Video, Illustration and 3D Animation

Leveraging the JavaFX APIs

Developing Games in Java

Essential reading on the latest advances in virtual prototyping and rapid manufacturing. Includes 110 peer reviewed papers covering: 1. Biomanufacturing, 2. CAD and 3D data acquisition technologies, 3. Materials, 4. Rapid tooling and manufacturing, 5. Advanced rapid prototyping technologies and nanofabrication, 6. Virtual environments and

Beginning Android Games, Second Edition offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets. 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 Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets: The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game, including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean; however, this book is structured so that app developers can use earlier Android SDK releases. This book is backward compatible like the Android SDK.

3D DIGITAL GEOLOGICAL MODELS Discover the practical aspects of modeling techniques and their applicability on both terrestrial and extraterrestrial structures A wide overlap exists in the methodologies used by geoscientists working on the Earth and those focused on other planetary bodies in the Solar System. Over the course of a series of sessions at the General Assemblies of the European Geosciences Union in Vienna, the intersection found in 3D characterization and modeling of geological and geomorphological structures for all terrestrial bodies in our solar system revealed that there are similar datasets and common techniques for the study of all planets—Earth and beyond—from a geological point-of-view. By looking at Digital Outcrop Models (DOMs), Digital Elevation Models (DEMs), or Shape Models (SM), researchers may achieve digital representations of outcrops, topographic surfaces, or entire small bodies of the Solar System, like asteroids or comet nuclei. 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces has two central objectives, to highlight the similarities that geological disciplines have in common when applied to entities in the Solar System, and to encourage interdisciplinary communication and collaboration between different scientific communities. The book particularly focuses on analytical techniques on DOMs, DEMs and SMs that allow for quantitative characterization of outcrops and geomorphological features. It also highlights innovative 3D interpretation and modeling strategies that allow scientists to gain new and more advanced quantitative results on terrestrial and extraterrestrial structures. 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces readers will also find: The first volume dedicated to this subject matter that successfully integrates methodology and applications A series of methodological chapters that provide instruction on best practices involving DOMs, DEMs, and SMs A wide range of case studies, including small- to large-scale projects on Earth, Mars, the 67P/Churyumov-Gerasimenko comet, and the Moon Examples of how data collected at surface can help reconstruct 3D subsurface models 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces is a useful reference for academic researchers in earth science, structural geology, geophysics, petroleum geology, remote sensing, geostatistics, and planetary scientists, and graduate students studying in these fields. It will also be of interest for professionals from industry, particularly those in the mining and hydrocarbon fields.

CAAD Futures is a Bi-annual Conference that aims at promoting the advancement of computer aided architectural design in the service of those concerned with the quality of the built environment. The conferences are organised under the auspices of the CAAD Futures Foundation which has its secretariat at the Eindhoven University of Technology. The Series of conferences started in 1985 in Delft, and has since travelled through Eindhoven, Boston, Zurich, Pittsburgh, Singapore, Munich, and Atlanta. The book contains the proceedings of the 9th CAAD Futures conference which took place at Eindhoven University of Technology, 8–11 of July, 2001. The Articles in this book cover a wide range of subjects and provide an excellent overview of the state-of-the-art in research on computer aided architectural design. The following categories of articles are included: Capturing design; Information modelling; CBR techniques; Virtual reality; CAAD education; (Hyper) Media; Design evaluation; Design systems development; Collaboration; Generation; Design representation; Knowledge management; Form programming; Simulation; Architectural analysis; Urban design. Information on the CAAD Futures Foundation and its conferences can be found at: www.caadfutures.arch.tue.nl. Information about the 2001 Conference and this book is available from: www.caadfutures.arch.tue.nl/2001.

Computer Graphics Using Java 2D and 3D

Thematic Area, HIMI 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings, Part I

Processing, Transmission and Visualization

Android Studio New Media Fundamentals

Java Media APIs

International Conference on Advancements of Medicine and Health Care through Technology; 23 – 26 September 2009 Cluj-Napoca, Romania

Innovative Developments in Design and Manufacturing

This two-volume set LNCS 11569 and 11570 constitutes the refereed proceedings of the Thematic Area on Human Interface and the Management of Information, HIMI 2019, held as part of HCI International 2019 in Orlando, FL, USA. HCII 2019 received a total of 5029 submissions, of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process. The 91 papers presented in the two volumes were organized in topical sections named: Visual information; Data visualization and analytics; Information, cognition and learning; Information, empathy and persuasion; Knowledge management and sharing; Haptic and tactile interaction; Information in virtual and augmented reality; Machine learning and intelligent systems; Human motion and expression recognition and tracking; Medicine, healthcare and quality of life applications.

This handbook aims to give readers a thorough understanding of past, current and future research and its application in the field of educational technology. From a research perspective the book allows readers to grasp the complex theories, strategies, concepts, and methods relating to the design, development, implementation, and evaluation of educational technologies. The handbook contains insights based on past experiences as well as future visions and thus amounts to a comprehensive all round guide. It is targeted at researchers and practitioners working with educational technologies.

This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background for computer graphics, .geometric transformation, views, lighting and texturing, behavior and interaction, and animation.For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

Explains how to use Java to create to create three-dimensional graphics applications.

Java 3D API Jump-start

An Introduction to Computer Graphics

Advances in Multimedia Information Processing - PCM 2004

The Third International Conference on the Development of Biomedical Engineering in Vietnam

3D User Interfaces with Java 3D

Cross-platform Imaging, Media, and Visualization

Core Web3D

Use Java to develop neural network applications in this practical book. After learning the rules involved in neural network processing, you will manually process the first neural network example. This covers the internals of front and back propagation, and facilitates the understanding of the main principles of neural network processing. Artificial Neural Networks with Java also teaches you how to prepare the data to be used in neural network development and suggests various techniques of data preparation for many unconventional tasks. The next big topic discussed in the book is using Java for neural network processing. You will use the Encog Java framework and discover how to do rapid development with Encog, allowing you to create large-scale neural network applications. The book also discusses the inability of neural networks to approximate complex non-continuous functions, and it introduces the micro-batch method that solves this issue. The step-by-step approach includes plenty of examples, diagrams, and screen shots to help you grasp the concepts quickly and easily. What You Will Learn Prepare your data for many different tasks Carry out some unusual neural network tasks Create neural network to process non-continuous functions Select and improve the development model Who This Book Is For Intermediate machine learning and deep learning developers who are interested in switching to Java.

The subject of Clifford (geometric) algebras offers a unified algebraic framework for the direct expression of the geometric concepts in algebra, geometry, and physics. This bird's-eye view of the discipline is presented by six of the world's leading experts in the field: it features an introductory chapter on Clifford algebras, followed by extensive explorations of their applications to physics, computer science, and differential geometry. The book is ideal for graduate students in mathematics, physics, and computer science: it is appropriate both for newcomers who have little prior knowledge of the field and professionals who wish to keep abreast of the latest applications.

This exploration of Java Media APIs, including 2D, 3D and virtual reality provides commercial-quality code examples developed by the author in his work in the neuroscience field.

This book constitutes the proceedings of the 8th International Symposium on Business Modeling and Software Design, BMSD 2018, held in Vienna, Austria, in July 2018. The 14 full papers and 21 short papers selected for inclusion in this book deal with a large number of research topics: (i) Some topics concern Business Processes (BP), such as BP modeling / notations, BP management, BP variability, BP contracting, BP interoperability, BP modeling within augmented reality, inter-enterprise collaborations, and so on; (ii) Other topics concern Software Design, such as software ecosystems, specification of context-aware software systems, service-oriented solutions and micro-service architectures, product variability, software development monitoring, and so on; (iii) Still other topics are crosscutting with regard to business modeling and software design, such as data analytics as well as information security and privacy; (iv) Other topics concern hot technology / innovation areas, such as blockchain technology and internet-of-things. Underlying with regard to all those topics is the BMSD'18 theme: Enterprise Engineering and Software

Engineering - Processes and Systems for the Future.

Handbook on Information Technologies for Education and Training

Immersive Learning Research Network

Knowledge-Based Intelligent Information and Engineering Systems

Pt. I: 9th International Conference, KES 2005, Melbourne, Australia, September 14-16, 2005, Proceedings

Beginning Android Games

Pro Android Games

Third International Conference, SIMPAR 2012, Tsukuba, Japan, November 5-8, 2012, Proceedings

PLEASE PROVIDE COURSE INFORMATIONPLEASE PROVIDE

Projections for advances in medical and biological technology will transform medical care and treatment. This in great part is due to the result of the interaction and collaboration between medical sciences and engineering. These advances will result in substantial progress in health care and in the quality of life of the population. Frequently however, the implications of technologies in terms of increasing recurrent costs, additional required support services, change in medical practice and training needs are underestimated. As a result, the widespread irrational use of technologies leads to a wastage of scarce resources and weakens health systems performance. To avoid such problems, a systematic and effective Health Technology System must be developed and introduced, requiring the support and commitment of decision makers of all levels of the health system. The MediTech2009 conference aims to provide a special opportunity for the Romanian professionals involved in basic research, R&D, industry and medical applications to exchange their know-how and build up collaboration in one of the most human fields of science and techniques. The conference is intended to be an international forum for researchers and practitioners interested in the advance in, and applications of biomedical engineering to exchange the latest research results and ideas in the areas covered by the topics (and not only!). We believe the reader will find the proceedings an impressive document of progress to date in this rapidly changing field.

A guide to Java game programming techniques covers such topics as 2D and 3D graphics, sound, artificial intelligence, multi-player games, collision detection, game scripting and customizing keyboard and mouse controls.

Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. Beginning Android Games, Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in Android. What You'll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform.

Tools for Building Neural Network Applications

Building User Experience and Interfaces with Java 8

Video Game Spaces

Pro Java 6 3D Game Development

5th Pacific Rim Conference on Multimedia, Tokyo, Japan, November 30 - December 3, 2004, Proceedings

VFX Fundamentals

Learn JavaFX 8

Learn concepts central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. VFX Fundamentals introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics. What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX Discover the concepts behind the VFX content production workflow Install and utilize Black Magic Design Fusion 8 and its Visual Programming Language Master the concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking Work with 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion tracking Harness 3D VFX concepts such as 3D geometry, materials, lighting, animation and auxiliary channels Use advanced VFX concepts such as particle systems animation using real-world physics (forces) Who This Book Is For Div SFX artists, VFX artists, video editors, website developers, filmmakers, 2D and 3D animators, digital signage producers, e-learning content creators, game developers, multimedia producers.

Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

The four-volume set LNAI 6276--6279 constitutes the refereed proceedings of the 14th International Conference on Knowledge-Based Intelligent Information and Engineering Systems, KES 2010, held in Cardiff, UK, in September 2010. The 272 revised papers presented were carefully reviewed and selected from 360 submissions. They present the results of high-quality research on a broad range of intelligent systems topics.

This book is a brief primer covering concepts central to digital imagery, digital audio and digital illustration using open source software packages such as GIMP, Audacity and Inkscape. These are used for this book because they are free for commercial use. The book builds on the foundational concepts of raster, vector and waves (audio), and gets more advanced as chapters progress, covering what new media assets are best for use with Android Studio as well as key factors regarding the data footprint optimization work process and why it is important. What You Will Learn What are the primary genres of new media content production What new media assets Android Studio supports What are the concepts behind new media content production How to install and use GIMP, Inkscape, and Audacity software How to integrate that software with Android Studio, fast becoming the most popular IDE for Android apps design and development Audience Primary audience includes Android developers, especially game designers/developers and others who need access to multimedia elements. Secondary: multimedia producers, RIA developers, game designers, UI designers, and teachers.

L Edition

BME2010January 11 – 14th, 2010Ho Chi Minh City, VIETNAM

Image, Play, and Structure in 3D Worlds

3D Online Multimedia & Games

8th International Symposium, BMSD 2018, Vienna, Austria, July 2-4, 2018, Proceedings

Artificial Neural Networks with Java

Computer Aided Architectural Design Futures 2001

Welcome to the proceedings of the 5th Pacific Rim Conference on Multimedia (PCM 2004) held in Tokyo Waterfront City, Japan, November 30–December 3, 2004. Following the success of the preceding conferences, PCM 2000 in Sydney, PCM 2001 in Beijing, PCM 2002 in Hsinchu, and PCM 2003 in Singapore, the 5th PCM brought together the researchers, developers, practitioners, and educators in the field of multimedia. Theoretical breakthroughs and practical systems were presented at this conference, thanks to the support of the IEEE Circuits and Systems Society, IEEE Region 10 and IEEE Japan Council, ACM SIGMM, IEICE and ITE.

PCM2004 featured a comprehensive program including keynote talks, regular paper presentations, posters, demos, and special sessions. We received 385 papers and the number of submissions was the largest among recent PCMs. Among such a large number of submissions, we accepted only 94 oral presentations and 176 poster presentations. Seven special sessions were also organized by world-leading researchers. We kindly acknowledge the great support provided in the reviewing of submissions by the program committee members, as well as the additional reviewers who generously gave their time. The many useful comments provided by the reviewing process must have been very valuable for the authors' work. This conference would never have happened without the help of many people. We greatly appreciate the support of our strong organizing committee chairs and advisory chairs. Among the chairs, special thanks go to Dr. Ichiro Ide and Dr. Takeshi Naemura who smoothly handled publication of the proceedings with Springer. Dr. Kazuya Kodama did a fabulous job as our Web master.

Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

International Association for Statistical Computing The International Association for Statistical Computing (IASC) is a Section of the International Statistical Institute. The objectives of the Association are to foster world-wide interest in effective statistical computing and to - change technical knowledge through international contacts and meetings - tween statisticians, computing professionals, organizations, institutions, governments and the general public. The IASC organises its own Conferences, IASC World Conferences, and COMPSTAT in Europe. The 17th Conference of ERS-IASC, the biennial meeting of European - gional Section of the IASC was held in Rome August 28 - September 1, 2006. This conference took place in Rome exactly 20 years after the 7th COMP- STAT symposium which was held in Rome, in 1986. Previous COMPSTAT conferences were held in: Vienna (Austria, 1974); West-Berlin (Germany, 1976); Leiden (The Netherlands, 1978); Edimburgh (UK, 1980); Toulouse (France, 1982); Prague (Czechoslovakia, 1984); Rome (Italy, 1986); Copenhagen (Denmark, 1988); Dubrovnik (Yugoslavia, 1990); Neuchâtel (Switzerland, 1992); Vienna (Austria, 1994); Barcelona (Spain, 1996); Bristol (UK, 1998); Utrecht (The Netherlands, 2000); Berlin (Germany, 2002); Prague (Czech Republic, 2004).

Online applications have been gaining wide acceptance among the general public. Companies like Amazon, Google, Yahoo! and NetFlicks have been doing extremely well over the last few years largely because of people becoming more comfortable and trusting of the Internet. The increasing acceptance of online products makes it increasingly important to address some of the scientific techniques involved in developing efficient 3D online systems. The topics discussed in this book broadly cover four categories: networking issues in online multimedia; joint texture-mesh simplification and view independent transmission; view dependent transmission and server-side rendering; content and background creation; and creating simple online games.

Advances in Computer Graphics and Computer Vision

Second International Conference, iLRN 2016 Santa Barbara, CA, USA, June 27 – July 1, 2016 Proceedings

Advanced Android 4 Games

Human Interface and the Management of Information. Visual Information and Knowledge Management

3D Astronomy with Java

3D Digital Geological Models

E-Business Applications

An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

Combining actionable, real-world source code with graphics, Pro Android Games, Third Edition shows you how to build more sophisticated and addictive Android game apps with minimum effort. Harness the power of the latest Android 5.0 SDK to bring countless legendary, action-packed PC games to the Android platform. With actionable real-world source code, this one of a kind book shows you how to build more sophisticated and addictive Android game apps, by leveraging the power of the recent advancements found in the new Android 5.0 software development kit as well as those you've counted on in earlier releases. Multi-touch code gives these games and their players dynamic input and exchange ability, for a more realistic arcade game experience. Faster and better performance offers Android game players a more seamless, fun arcade experience like never before. There is also improved native C/C++ integration with Android's NDK as well, which makes coding, compiling, and converting both productive and efficient with gains in app performance. Pro Android Games, Third Edition features the following improvements: Updates to the latest version of the Android SDK, NDK, plus the latest Android Studio and Eclipse IDEs Greater focus on tablets, ever changing device resolutions, and hardware specs Native game development and hardware accelerated graphics Bigger and better real world engines, such as Quake I and II plus an oldie from the previous edition: Doom Coverage of the new Android TV SDK APIs, UI, UX, multi-touch and multi-tasking features available with the Android 5.0 release Advanced techniques for improving your game playing experience including better multi-tasking, improved performance optimization, battery management and more A "Quake 3D"-like game app case study You'll definitely have fun, and perhaps you'll even make some money. Enjoy! In the last few years, Android has progressed with the debut of better fonts, new User Interface and Experience (UI/UX) APIs, tablet considerations, multi-touch capabilities, multi-tasking, faster performance, improved battery management techniques, and now the new Android TV SDK Apps for the Android game app developer repertoire.

Proceedings of the Ninth International Conference held at the Eindhoven University of Technology, Eindhoven, The Netherlands, on July 8–11, 2011

Outer Space, Inner Space, Virtual Space