

Computer Graphics

Principles and Practice in C

Second Edition

James D. Foley | Andries van Dam
Steven K. Feiner | E. Hughes John

Computer Graphics Principles And Practice In C 2nd Edition

Borko Furht,Oge Marques



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Handbook of Video Databases Borko Furht, Oge Marques, 2003-09-30 Technology has spurred the growth of huge image and video libraries many growing into the hundreds of terabytes As a result there is a great demand among organizations for the design of databases that can effectively support the storage search retrieval and transmission of video data Engineers and researchers in the field demand a comprehensive

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presents a framework for understanding games for educational purposes while providing a broader sense of current related research This creative and advanced title is a must have for those interested in expanding their knowledge of this exciting field of electronic gaming Provided by publisher *Programming Massively Parallel Processors* David B. Kirk,Wen-mei W. Hwu,2010-02-22 *Programming Massively Parallel Processors* discusses the basic concepts of parallel programming and GPU architecture Various techniques for constructing parallel programs are explored in detail Case studies demonstrate the development process which begins with computational thinking and ends with effective and efficient parallel programs This book describes computational thinking techniques that will enable students to think about problems in ways that are amenable to high performance parallel computing It utilizes CUDA Compute Unified Device Architecture NVIDIA s software development tool created specifically for massively parallel environments Studies learn how to achieve both high performance and high reliability using the CUDA programming model as well as OpenCL This book is recommended for advanced students software engineers programmers and hardware engineers Teaches computational thinking and problem solving techniques that facilitate high performance parallel computing Utilizes CUDA Compute Unified Device Architecture NVIDIA s software development tool created specifically for massively parallel environments Shows you how to achieve both high performance and high reliability using the CUDA programming model as well as OpenCL Computing Science and Statistics Connie Page,Raoul LePage,2012-12-06 Interface 90 is the continuation of an extremely successful symposium series The series has provided a forum for the interaction of professionals in statistics computing science and in numerical methods wherein they may discuss a wide range of topics at the interface of these disciplines This the 22nd Symposium on the Interface Computing Science and Statistics was held 16-19 May 1990 at the Kellogg Center on the campus of Michigan State University and is the third Symposium to be held under the recently organized Interface Foundation of North America The Interface Board of Directors consists of the nine most recent Symposium Chairs James E Gentle Lynne Billard David M Allen Thomas J Boardman Richard M Heiberger Edward J Wegman Linda Malone Raoul LePage and Jon Kettenring The officers of the Interface are William Eddy Board Chairman and Executive Director Edward Wegman President and Treasurer Lynne Billard Secretary My valued colleague Connie Page Editor of this Proceedings Volume and generally bright and hardworking person has organizational skills of a higher order which were successfully brought into play during many critical junctures not strictly connected with the Proceedings Edward Wegman Barbara Barringer Bill Eddy and George Styan all pitched in with useful information on numerous occasions Our Keynote Speaker Peter G Hall and Plenary Speakers David L Donoho Jerome H Friedman who also gave a short course Bruce Hajek John Skilling and C F Mechanical Engineers' Handbook, Volume 2 Myer Kutz,2015-02-02 Full coverage of electronics MEMS and instrumentation and control in mechanical engineering This second volume of Mechanical Engineers Handbook covers electronics MEMS and instrumentation and control giving you accessible and in depth access to the topics you ll encounter in the discipline

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