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generative design once known only to insiders as a revolutionary method of creating artwork models and animations with programmed algorithms has in recent years become a popular tool for designers by using simple languages such as javascript in p5 js artists and makers can create everything from interactive typography and textiles to 3d printed furniture to complex and elegant infographics this updated volume gives a jump start on coding strategies with step by step tutorials for creating visual experiments that explore the possibilities of color form typography and images generative design includes a gallery of all new artwork from a range of international designers fine art projects as well as commercial ones for nike monotype dolby laboratories the musician bjork and others

this book presents the state of the art in software visualization and thus attempts to establish it as a field on its own based on a seminar held at dagstuhl castle in may 2001 the book offers topical sections on algorithm animation software visualization and software engineering software visualization and education graphs in software visualization and perspectives of software visualization each section starts with an introduction surveying previous and current work and providing extensive bibliographies

visual languages have long been a pursuit of effective communication between human and machine with rapid advances of the internet and technology human human communication through the or electronic mobile devices is becoming more and more prevalent visual languages and applications is a comprehensive introduction to diagrammatical visual languages this book discusses what visual programming languages are and how such languages and their underlying foundations can be usefully applied to other fields in computer science it also covers a broad range of contents from the underlying theory of graph grammars to the applications in various domains pointers to related topics and further readings are provided as well visual languages and

applications is designed as a secondary text book for upper undergraduate level students and graduate level students in computer science and engineering this volume is also suitable for practitioners and researchers in industry as a professional book

software is the essential enabler for the new economy and science this book presents a number of trends and theories in the direction in which we believe software science and engineering may develop to transform the role of software and science in tomorrow s information society

few technologies in recent years have attracted as much scientific media and public attention as virtual reality by providing a profoundly new paradigm for human computer interaction it is fundamentally changing the way people use and think about computers despite being in its infancy virtual reality has found applications in such varied fields as entertainment interactive arts medicine architecture security education and financial analysis the articles collected here were selected after thorough review and describe the state of the art in virtual reality software and technology included are the latest results in software architectures interaction techniques and devices modeling techniques and applications

this text contains information on computer engineering as presented at the 1st international workshop on visualizing software for understanding and analysis vissoft 2002

this is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years over 60 international experts have contributed to the book each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art practitioners will find this handbook useful when looking for solutions to practical problems researchers can use it for quick access to the background current trends and most important references regarding a certain topic the handbook consists of two volumes volume one covers the basic principles and applications of software engineering and knowledge engineering volume two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering

this book contains the papers presented at the international conference on current issues of science and research in the global world held at the premises of the vienna university of technology from may 27 to may 28 2014 the book represents a significant contribution to law economics information communication technologies journalism and psychology including topical research work in the presented fields this interdisciplinary volume is also essential reading for all those interested in international pluralism in terms of scientific contributions the pan european university respecting its own vision and ambition to become a well known institution within the global research area traditionally elaborates research and scientifi c collaboration across national borders the educational principles and research attitudes of the pan european university grasp the traditions of many cultures and geographic areas the international conference on current issues of science and research in the global world was part of a series of similar top rated international events organized by the pan european university bringing together scientists professionals policymakers and representatives of culture from many countries

this volume provides a wealth of new information about the latest advances in the o o field from analysis to environments from frameworks to concurrency from databases to distribution it touches on all aspects of the technology and will provide managers and developers with an up to date view of object orientation and its future developments book jacket title summary field provided by blackwell north america inc all rights reserved

during the past decade the field of computer graphics has undergone a significant evolution as the development of new tools and techniques has made possible the production of an increasingly sophisticatedand multifaceted array of visualizations from animation to virtual environments animation and scientific visualization tools and applications provides a comprehensive overview of the tools and techniques involved in these applications with an emphasis on practical examples and experiences and 32 pages of full color plates this book enables readers to see how animation and scientific visualization are invaluable aids to scientists and researchers

information systems may be regarded as an interaction of people and machines in the past however human factors took second place nowadays the need to provide i a functionality that meets the user s needs and ii an ergonomic human machine interface which takes the way people would like to solve their tasks into consideration are both recognised as primary concerns by the designers of information systems the two major themes of this book are as follows as new methods and rigorous techniques come

into use the proportion of information systems development effort devoted to analysis and design is set to increase and the study of human factors also to increase in importance methods representation schemes tools and environments cannot be applied without a systematic understanding of their use by analysts and designers in development teams the book presents research results in this area much study in software development has concentrated on a human factors perspective of the end user however this work has to be placed in the overall context of systematic analysis and design of information systems the book presents some new developments

selected peer reviewed papers from the 2011 international conference on information science automation and material system isam 2011 may 21 22 2011 zhengzhou china

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