Silhouette Eyewear

RANDY MAXIM

Working Woman Springer
This book constitutes the refereed proceedings of the Second International Conference on Affective Computing and Intelligent Interaction, ACII 2007. It covers affective facial expression and recognition, affective body expression and recognition, affective speech processing, affective text and dialogue processing, recognizing affect using physiological measures, computational models of emotion and theoretical foundations, and affective sound and music processing.
Social Robotics Springer Science & Business Media
Agility has become very important for the industries today as the lifetimes of the products are continuously shrinking. This book provides an excellent opportunity for updating understanding of agile methods from the design, manufacturing and business process perspectives, whether one is an industrial practitioner, academic researcher engineer or business graduate student. This volume is a compilation of various important aspects of agility consisting of systemic considerations in manufacturing, agile software systems, agile business systems, agile operations research, flexible manufacturing systems, advanced manufacturing systems with improved materials and mechanical behavior of products, agile aspects of design, clean and green manufacturing systems, environment, agile defence systems.
Machine Learning for Vision-Based Motion Analysis Springer
This book constitutes the refereed proceedings of the Third International Conference on Computer Vision/Computer Graphics collaboration techniques involving image analysis/synthesis approaches MIRAGE 2007, held in Rocquencourt, France, in March 2007. The 55 revised full cover foundational, methodological, and application issues.
Computer Vision/Computer Graphics Collaboration Techniques Oxford University Press
Managing and marketing through motivation.
European Union Law University of California, San Francisco
The world is inherently complex and multimedia in nature. The development of computer systems to tackle real-world problems is an extremely difficult task. As computers capable of manipulating multimedia information are becoming more powerful and commonplace, larger and more complex systems are increasingly being built. To fully comprehend the complexity of such undertakings, proper modeling of multimedia information and systems must be carried out.A model provides a high-level abstraction of the system in which the implementation is based upon. It permits the desirable properties of the system to be extracted and analyzed and also provides a uniform framework for integration between different systems, and for interactions between the system and human users.This volume is devoted to the discussion of effective modeling of multimedia information

and systems for a wide range of applications. It aims to provide common modeling frameworks for the integration of the diverse subjects in the field of multimedia information.

Selected Papers from the 8th Symposium on Micro-Nano Science and Technology on Micromachines John Wiley & Sons

Techniques of vision-based motion analysis aim to detect, track, identify, and generally understand the behavior of objects in image sequences. With the growth of video data in a wide range of applications from visual surveillance to human-machine interfaces, the ability to automatically analyze and understand object motions from video footage is of increasing importance. Among the latest developments in this field is the application of statistical machine learning algorithms for object tracking, activity modeling, and recognition. Developed from expert contributions to the first and second International Workshop on Machine Learning for Vision-Based Motion Analysis, this important text/reference highlights the latest algorithms and systems for robust and effective vision-based motion understanding from a machine learning perspective. Highlighting the benefits of collaboration between the communities of object motion understanding and machine learning, the book discusses the most active forefronts of research, including current challenges and potential future directions. Topics and features: provides a comprehensive review of the latest developments in vision-based motion analysis, presenting numerous case studies on state-of-the-art learning algorithms; examines algorithms for clustering and segmentation, and manifold learning for dynamical models; describes the theory behind mixed-state statistical models, with a focus on mixed-state Markov models that take into account spatial and temporal interaction; discusses object tracking in surveillance image streams, discriminative multiple target tracking, and guidewire tracking in fluoroscopy; explores issues of modeling for saliency detection, human gait modeling, modeling of extremely crowded scenes, and behavior modeling from video surveillance data; investigates methods for automatic recognition of gestures in Sign Language, and human action recognition from small training sets. Researchers, professional engineers, and graduate students in computer vision, pattern recognition and machine learning, will all find this text an accessible survey of machine learning techniques for vision-based motion analysis. The book will also be of interest to all who work with specific vision applications, such as surveillance, sport event analysis, healthcare, video conferencing, and motion video indexing and retrieval.

Computer Vision - ECCV '94 Springer Science & Business Media

Over the years, a large body of knowledge has developed regarding the ways in which space flight affects the health of the personnel involved. Now, for the first time, this clinical knowledge on how to diagnose and treat conditions that either develop during a mission or because of a mission has been compiled by Drs. Michael Barratt and Sam L. Pool of the NASA/Johnson Space Center. Complete with detailed information on the physiological and psychological affects of space flight as well as how to diagnose and treat everything from dental concerns to decompression to dermatological problems encountered, this text is a must have for all those associated with aerospace medicine.

The Washingtonian Simon and Schuster

The research book is focused on the recent advances in computer vision methodologies and innovations in practice. The Contributions include: · Human Action Recognition: Contour-Based and Silhouette-based Approaches. · The Application of Machine Learning Techniques to Real Time Audience Analysis System. · Panorama Construction from Multi-view Cameras in Outdoor Scenes. · A New Real-Time Method of Contextual Image Description and Its Application in Robot Navigation and Intelligent Control. · Perception of Audio Visual Information for Mobile Robot Motion Control Systems. · Adaptive Surveillance Algorithms Based on the Situation Analysis. · Enhanced, Synthetic and Combined Vision Technologies for Civil Aviation. · Navigation of Autonomous Underwater Vehicles Using Acoustic and Visual Data Processing. · Efficient Denoising Algorithms for Intelligent Recognition Systems. · Image Segmentation Based on Two-dimensional Markov Chains. The book is directed to the PhD students, professors, researchers and software developers working in the areas of digital video processing and computer vision technologies.

McCall's World Scientific

Amber is the collective name for a suite of programs that allow users to carry out molecular dynamics simulations, particularly on biomolecules. None of the individual programs carries this name, but the various parts work reasonably well together, and provide a powerful framework for many common calculations.[1, 2] The term Amber is also used to refer to the empirical force fields that are implemented here.[3, 4] It should be recognized, however, that the code and force field are separate: several other computer packages have implemented the Amber force fields, and other force fields can be implemented with the Amber programs. Further, the force fields are in the public domain, whereas the codes are distributed under a license agreement. The Amber software suite is divided into two parts: AmberTools23, a collection of freely available programs mostly under the GPL license, and Amber22, which is centered around the pmemd simulation program, and which continues to be licensed as before, under a more restrictive license. Amber22 represents a significant change from the most recent previous version, Amber20. (We have moved to numbering Amber releases by the last two digits of the calendar year, so there are no odd-numbered versions.) Please see https://ambermd.org for an overview of the most important changes. AmberTools is a set of programs for biomolecular simulation and analysis. They are designed to work well with each other, and with the “regular” Amber suite of programs. You can perform many simulation tasks with AmberTools, and you can do more extensive simulations with the combination of AmberTools and Amber itself. Most components of AmberTools are released under the GNU General Public License (GPL). A few components are in the public domain or have other open-source licenses. See the README file for more information.

Ad $ Summary Springer

With recent changes in multicore and general-purpose computing on graphics processing units, the way parallel computers are used and programmed has drastically changed. It is important to provide a comprehensive study on how to use such machines written by specialists of the domain. The book provides recent research results in high-performance computing on complex environments, information on how to efficiently exploit heterogeneous and hierarchical architectures and distributed systems, detailed studies on the impact of applying heterogeneous computing practices to real problems, and applications varying from remote sensing to tomography. The content spans topics such as Numerical Analysis for Heterogeneous and Multicore Systems; Optimization of Communication for High Performance Heterogeneous and Hierarchical Platforms; Efficient Exploitation of Heterogeneous Architectures, Hybrid CPU+GPU, and Distributed Systems; Energy Awareness in High-Performance Computing; and Applications of Heterogeneous High-Performance Computing. • Covers cutting-edge research in HPC on complex environments, following an international collaboration of members of the ComplexHPC • Explains how to efficiently exploit heterogeneous and hierarchical architectures and distributed systems • Twenty-three chapters and over 100 illustrations cover domains such as numerical analysis, communication and storage, applications, GPUs and accelerators, and energy efficiency

Computer Vision in Control Systems-2 Springer Science & Business Media

This book provides students with a basic understanding of intellectual property law. Covering the six main areas of patents, copyright, industrial designs, confidential information, unregistered and registered trademarks, it places intellectual property in its wider context.

Yachting BoD – Books on Demand

Luxury isn't just for the rich, says James B. Twitchell. Today you don't need a six-figure income to wear pashmina, drink a limited-edition coffee at Starbucks, or drive a Mercedes home to collapse on the couch in front of a flat-screen plasma TV. In Living It Up, sharp-eyed consumer anthropologist Twitchell takes a witty and insightful look at luxury -- what it is, who defines it, and why we can't seem to get enough of it. In recent years, says Twitchell, luxury spending has grown much faster than overall spending -- and it continues to grow despite the economic recession. Luxury has become such a powerful marketing force that it cuts across every layer of society, spawning a magazine devoted to spas, cashmere bedspreads on sale at Kmart, and a dazzling array of bottled waters. Twitchell says that the democratization of luxury has had a unifying effect on culture. Luxury items tell a story that we want to identify with, and more people than ever aspire to the story of Ralph Lauren's Polo or Patek Philippe. Shopping itself is no longer a chore but a transcendent experience in which we shop not so much for goods as for an identity. Sharply observed and wickedly funny, Living It Up is a revealing and entertaining examination of why we are all part of the cult of luxury.

The National Register of Fashion Accessories ALPHA SCIENCE INTERNATIONAL LIMITED

When his boss rises to one of the most powerful men in the world as the innovator of an anti-gravity technology in the aftermath of a San Francisco earthquake, Michael Ares struggles to solve the murders of his daughter and friend.

High-Performance Computing on Complex Environments Springer

Includes SEASON OF THE FORCE • STAR WARS LAUNCH BAY • SUPER HERO HQ • 60TH ANNIVERSARY DIAMOND CELEBRATION Get the inside track on the attractions, shows, activities, and foods you don't want to miss while visiting the park. This 2016 edition is completely updated for the new year with all new information, tips, and more. This is not your ordinary travel guide. It gives you quick access to the information that only experienced travelers, long time fans, and park insiders know. In 150 pages the book explores all of the best things to do while visiting the park. Written for both first time visitors and experienced travelers, this book has something for everyone. • Maps for every land in the park to help you reach your destinations. • Amazing extra things to do at attractions that new guests tend to miss. • Restaurants, meals, and snacks that you must try before leaving the park. • Hidden activities that you will want to explore during your visit. • Unique souvenirs that you will be glad to bring home. • Secrets and tips for seeing the most popular shows. • Unadvertised shows that you won’t want to miss. • All the details you need about the park’s seasonal activities and special events. • Limited time activities that you will want to know about. If you love the Disneyland Resort you may be interested in these other titles by Alternative Travel Press: • 100 Things You Don't Want to Miss at Disney California Adventure 2016 • Halloween at the Disneyland Resort • Winter Holidays at the Disneyland Resort

Affective Computing and Intelligent Interaction Springer Science & Business Media

Through ten detailed case studies on groundbreaking brands like Vivienne Westwood, Vera Wang, Levi's®, and The Gap Inc., Fashion Brand Stories shows how fashion retailers and designers use storytelling to establish and maintain relationships with their customers. These entertaining case studies explore the evolution of each brand as a cultural entity with its own carefully crafted personality. Aided by interviews with industry professionals, you'll learn how brands start out, grow and encounter success or failure and how to apply those hard-won lessons to your own thoughts on branding. This beautifully illustrated third edition covers the changing role of social media, celebrity endorsements, quality over quantity, and more ethical sourcing, manufacturing, and consumption. Instructor's resources to accompany this edition are available at bloomsbury.pub/fashion-brand-stories-3e

LexisNexis Corporate Affiliations Routledge

Hidden Markov Models (HMMs), although known for decades, have made a big career nowadays and are still in state of development. This book presents theoretical issues and a variety of HMMs applications in speech recognition and synthesis, medicine, neurosciences, computational biology, bioinformatics, seismology, environment protection and engineering. I hope that the reader will find this book useful and helpful for their own research.

Hidden Markov Models John Wiley & Sons

This book constitutes the refereed proceedings of the 7th International Conference on Social Robotics, ICSR 2015, held in Paris, France, in October 2015. The 70 revised full papers presented were carefully reviewed and selected from 126 submissions. The papers focus on the interaction between humans and robots and the integration of robots into our society and present innovative ideas and concepts, new discoveries and improvements, novel applications on the latest fundamental advances in the core technologies that form the backbone of social robotics, distinguished developmental projects, as well as seminal works in aesthetic design, ethics and philosophy, studies on social impact and influence pertaining to social robotics, and its interaction and communication with human beings and its social impact on our society.

The Optical Journal and Review of Optometry. ... Bloomsbury Publishing

Most biometric systems employed for human recognition require physical contact with, or close proximity to, a cooperative subject. Far more challenging is the ability to reliably recognize individuals at a distance, when viewed from an arbitrary angle under real-world environmental conditions. Gait and face data are the two biometrics that can be most easily captured from a distance using a video camera. This comprehensive and logically organized text/reference addresses the fundamental problems associated with gait and face-based human recognition, from color and infrared video data that are acquired from a distance. It examines both model-free and model-based approaches to gait-based human recognition, including newly developed techniques where the both the model and the data (obtained from multiple cameras) are in 3D. In addition, the work

considers new video-based techniques for face profile recognition, and for the super-resolution of facial imagery obtained at different angles. Finally, the book investigates integrated systems that detect and fuse both gait and face biometrics from video data. Topics and features: discusses a framework for human gait analysis based on Gait Energy Image, a spatio-temporal gait representation; evaluates the discriminating power of model-based gait features using Bayesian statistical analysis; examines methods for human recognition using 3D gait biometrics, and for moving-human detection using both color and thermal image sequences; describes approaches for the integration face profile and gait biometrics, and for super-resolution of frontal and side-view face images; introduces an objective non-reference quality evaluation algorithm for super-resolved images; presents performance comparisons between different biometrics and different fusion methods for integrating gait and super-resolved face from video. This unique and authoritative text is an invaluable resource for researchers and graduate students of computer vision, pattern recognition and biometrics. The book will also be of great interest to professional engineers of biometric systems.

Fashion Game Changers Springer

The volume LNCS 8866 constitutes the refereed proceedings of the 11th International Symposium on Neural Networks, ISNN 2014, held in Hong Kong and Macao, China on November/ December 2014. The 71 revised full papers presented were carefully reviewed and selected from 119 submissions. These papers cover all major topics of the theoretical research, empirical study and applications of neural networks research as follows. The focus is on following topics such as analysis, modeling, and applications.

Human Recognition at a Distance in Video MDPI

Fashion Game Changers traces radical innovations in Western fashion design from the beginning of the 20th century to the present. Challenging the traditional silhouettes of their day, fashion designers such as Madeleine Vionnet and Cristóbal Balenciaga began to liberate the female body from the close-fitting hourglass forms which dominated European and American fashion, instead enveloping bodies in more autonomous garments which often took inspiration from beyond the West. As the century progressed, new generations of avant-garde designers from Rei Kawakubo to Martin Margiela further developed the ideas instigated by their predecessors to defy established notions of femininity in dress, creating space between body and garment. This way, a new relationship between body and dress emerged for the 21st century. With over 200 images and commentaries from an international range of leading fashion curators and historians, this beautifully illustrated book showcases some of the most revolutionary silhouettes and innovative designs of over 100 years of fashion.

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