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~~Alias Wavefront Object Obj File~~

It provides an easy API to create Wavefront's OBJ files. Developers can now add vertices, polygons and external materials to define a 3D object. Developers can now save a 3D scene in the FBX 7.2 ...

~~Aspose Pty Ltd~~

According to AST, two-thirds of helicopter

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crash-related injuries and deaths result from upper torso flailing, leading to striking or being struck by objects or structures ... face information in DXF ...

~~Engineering Productivity Kit — CAD/CAM/CAE~~

Details can be found in Example 3.8 in the "Examples" section. data; input _row_ \$10. choco gumdr ichoco igumdr _type_ \$ _rhs_; datalines; object .25 .75 -100 -75 max . cooking 15 40 0 0 le 27000 ...

~~An Integer Programming Example~~

An improved Draft/Flange tool provides grab handles to push and pull depths and angles, for injection molding applications. Alias/Wavefront, www.aw.sgi.com. Enter 612 ...

Comprehensive, yet concise, 3D Printing for the Radiologist presents an overview of three-dimensional printing at the point of care. Focusing on opportunities and challenges in radiology practice, this up-to-date reference covers computer-aided design principles, quality assurance, training, and guidance for integrating 3D printing across radiology subspecialties. Practicing and trainee radiologists, surgeons, researchers, and imaging specialists will find this an indispensable resource for furthering their understanding of the current state and future outlooks for 3D printing in clinical

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medicine. Covers a wide range of topics, including basic principles of 3D printing, quality assurance, regulatory perspectives, and practical implementation in medical training and practice. Addresses the challenges associated with 3D printing integration in clinical settings, such as reimbursement, regulatory issues, and training. Features concise chapters from a team of multidisciplinary chapter authors, including practicing radiologists, researchers, and engineers. Consolidates today's available information on this timely topic into a single, convenient, resource.

Master the art of computer animation and visual effects production with the latest edition of this cutting-edge guide This remarkable edition of The Art of 3D Computer Animation and Effects offers clear, step-by-step guidelines for the entire process of creating a fully rendered 3D computer animation. With up-to-date coverage of the latest computer animation styles and techniques, this versatile guide provides insightful information for creating animations and visual effects—from creative development and preproduction to finished animation. Designed to work with any computer platform, this Fourth Edition cuts through technical jargon and presents numerous easy-to-understand instructive diagrams. Full-color examples are presented—including VFX and animated feature movies, games, and TV

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commercials—by such leading companies as Blue Sky, Blur, BUF, Disney, DreamWorks, Electronic Arts, Framestore, ILM, Imagi, Microsoft, Mac Guff, The Mill, Menfond, Pixar, Polygon, Rhythm & Hues, Sony Imageworks, Tippett, Ubisoft, and Weta, and many other studios and groundbreaking independent artists from around the world. This fully revised edition features new material on the latest visual effects techniques, a useful update of the traditional principles of animation, practical information on creative development, multiple production pipeline ideas for shorts and visual effects, plus updated information on current production trends and techniques in animation, rendering, modeling, rigging, and compositing. Whether you are a student, an independent artist or creator, or a production company team member, *The Art of 3D Computer Animation and Effects, Fourth Edition* gives you a broad palette of tips and techniques for bringing your visions to life through 3D computer animation. Unique focus on creative development and production issues Non-platform specific, with multiple examples illustrated in a practical, step-by-step approach The newest computer animation techniques, including facial animation, image-based and non-photorealistic rendering, model rigging, real-time models, and 2D/3D integration Over 700 full-color images Encyclopedic timeline and production

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pipelines

This book gathers selected papers presented at the conference "Advances in 3D Image and Graphics Representation, Analysis, Computing and Information Technology," one of the first initiatives devoted to the problems of 3D imaging in all contemporary scientific and application areas. The aim of the conference was to establish a platform for experts to combine their efforts and share their ideas in the related areas in order to promote and accelerate future development. This second volume discusses algorithms and applications, focusing mainly on the following topics: 3D printing technologies; naked, dynamic and auxiliary 3D displays; VR/AR/MR devices; VR camera technologies; microprocessors for 3D data processing; advanced 3D computing systems; 3D data-storage technologies; 3D data networks and technologies; 3D data intelligent processing; 3D data cryptography and security; 3D visual quality estimation and measurement; and 3D decision support and information systems.

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.

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This book constitutes the refereed proceedings of the 11th IMA International Conference on the Mathematics of Surfaces, held in Loughborough, UK in September 2005. The 28 revised full papers presented were carefully reviewed and selected from numerous submissions. Among the topics addressed are Voronoi diagrams, linear systems, curvatures on meshes, approximate parameterization, condition numbers, pythagorean hodographs, artifacts in B-spline surfaces, Bézier surfaces of minimal energy, line subdivision, subdivision surfaces, level sets and symmetry, the topology of algebraic surfaces, embedding graphs in manifolds, recovery of 3D shape from shading, finding optimal feedrates for machining, and improving of range data.

People have dreamed of machines, which would free them from unpleasant, dull, dirty and dangerous tasks and work for them as servants, for centuries if not millennia. Service robots seem to finally let these dreams come true. But where are all these robots that eventually serve us all day long, day for day? A few service robots have entered the market: domestic and professional cleaning robots, lawnmowers, milking robots, or entertainment robots. Some of these robots look more like toys or gadgets rather than

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real robots. But where is the rest? This is a question, which is asked not only by customers, but also by service providers, care organizations, politicians, and funding agencies. The answer is not very satisfying. Today's service robots have their problems operating in everyday environments. This is by far more challenging than operating an industrial robot behind a fence. There is a comprehensive list of technical and scientific problems, which still need to be solved. To advance the state of the art in service robotics towards robots, which are capable of operating in an everyday environment, was the major objective of the DESIRE project (Deutsche Service Robotik Initiative - Germany Service Robotics Initiative) funded by the German Ministry of Education and Research (BMBF) under grant no. 01IME01A. This book offers a sample of the results achieved in DESIRE.

An updated, richly illustrated guide to creating 3D animation and special effects offers a step-by-step approach to the latest artistic and technical 3D animation techniques, taking readers through the entire process of creating a fully rendered 3D computer animation on any computer platform and covering such topics as multiple production pipelines, motion capture, image-based rendering, and more. Original. (Intermediate)

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