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Group Theory Springer Science & Business Media

This concise, class-tested book was refined over the authors' 30 years as instructors at MIT and the University Federal of Minas Gerais (UFMG) in Brazil. The approach centers on the conviction that teaching group theory along with applications helps students to learn, understand and use it for their own needs. Thus, the theoretical background is confined to introductory chapters. Subsequent chapters develop new theory alongside applications so that students can retain new concepts, build on concepts already learned, and see interrelations between topics. Essential problem sets between chapters aid retention of new material and consolidate material learned in previous chapters.

Nonlinear Optics and Applications II 3m Company

Ten grids that changed the world: the emergence and evolution of the most prominent visual structure in Western culture. Emblematic of modernity, the grid is the underlying form of everything from skyscrapers and office cubicles to paintings by Mondrian and a piece of computer code. And yet, as Hannah Higgins makes clear in this engaging and evocative book, the grid has a history that long predates modernity; it is the most prominent visual structure in Western culture. In *The Grid Book*, Higgins examines the history of ten grids that changed the world: the brick, the tablet, the gridiron city plan, the map, musical notation, the ledger, the screen, moveable type, the manufactured box, and the net. Charting the evolution of each grid, from the Paleolithic brick of ancient Mesopotamia through the virtual connections of the Internet, Higgins demonstrates that once a grid is invented, it may bend, crumble, or shatter, but its organizing principle never disappears. The appearance of each grid was a watershed event. Brick, tablet, and city gridiron made possible sturdy housing, the standardization of language, and urban development. Maps, musical notation, financial ledgers, and moveable type promoted the organization of space, music, and time, international trade, and mass literacy. The screen of perspective painting heralded the science of the modern period, classical mechanics, and the screen arts, while the standardization of space made possible by the manufactured box suggested the purified box forms of industrial architecture and visual art. The net, the most ancient grid, made its first appearance in Stone Age Finland; today, the loose but clearly articulated networks of the World Wide Web suggest that we are in the middle of an emergent grid that is reshaping the world, as grids do, in its image.

The Extragalactic Distance Scale MIT Press

Proceedings of SPIE present the original research papers presented at SPIE conferences and other high-quality conferences in the broad-ranging fields of optics and photonics. These books provide prompt access to the latest innovations in research and technology in their respective fields. Proceedings of SPIE are among the most cited references in patent literature.

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No Bullshit Guide to Linear Algebra CRC Press

With contributions by Michael Ashikhmin, Michael Gleicher, Naty Hoffman, Garrett Johnson, Tamara Munzner, Erik Reinhard, Kelvin Sung, William B. Thompson, Peter Willemsen, Brian Wyvill. The third edition of this widely adopted text gives students a comprehensive, fundamental introduction to computer graphics. The authors present the mathematical fo

Game Mechanics New Riders

"The purpose of this book is to share Army special operations soldier stories with the general American public to show them what various elements accomplished during the war to drive the Taliban from power and to destroy al-Qaeda and Taliban strongholds in Afghanistan as part of the global war on terrorism. The purpose of the book is not to resolve Army special operations doctrinal issues, to clarify or update military definitions, or to be the 'definitive' history of the continuing unconventional war in Afghanistan. The purpose is to demonstrate how the war to drive the Taliban from power, help the Afghan people, and assist the Afghan Interim Authority (AIA) rebuild the country afterward was successfully accomplished by majors, captains, warrant officers, and sergeants on tactical teams and aircrews at the lowest levels ... This historical project is not intended to be the definitive study of the war in Afghanistan. It is a 'snapshot' of the war from 11 September 2001 until the middle of May 2002"--Page xv.

Beginning Android Games Sams Publishing

Ahoy matey! Fear not mathematics. Build ye thinking skills, learn ye coordinates, and a smarter pirate ye will be! Michael Serra combines the challenge of mathematics with the fun adventure of pirates and buried treasure. Play the Buried Treasure game using a rectangle coordinate plane, a polar coordinate system, a spherical surface, and with three-dimensional areas. Use the chapter on cryptography to help solve hidden messages to uncover the pirate loot. Take a journey to sun-drenched tropical islands in search of pirate booty. With a map in your hand, follow clues and solve puzzles, developing your mathematical reasoning skills along the way. Argh, what glorious adventures, the thrill of using math to find pirate treasure!

Digital Image Forensics Springer Science & Business Media

This introduction to computational geometry focuses on algorithms. Motivation is provided from the application areas as all techniques are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement.

Artificial Intelligence and Games Springer Science & Business Media

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.

The Planiverse Course Technology

This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. You'll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, you'll practice what you've learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment. In *Game Mechanics: Advanced Game Design*, you'll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanics—from a library in this book—to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG "Game Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!" -- Raph Koster, author of *A Theory of Fun for Game Design*. *Catalyzing Change in High School Mathematics* Springer Science & Business Media Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. *Game Programming in C++* is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, *Game Programming in C++* will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

The Shock and Vibration Bulletin Prima Games

One of the hottest debates in astronomy and cosmology today concerns the value of the Hubble constant. This constant is of paramount importance since it fixes the size and age of the Universe. At a symposium at the Space Telescope Science Institute, experts from around the world presented the latest results from a plethora of techniques for determining the Hubble constant. The value has always been controversial, but at this meeting experts' results agreed for the first time to within about 20%. Based on the meeting, this book presents twenty-three specially written review articles. They provide a comprehensive account of the Hubble-constant debate with the latest results from gravitational lensing, supernovae and novae, the Tully-Fisher relation, the Sunyaev-Zeldovich effect, globular clusters, planetary nebulae, light echoes, and the Hubble Space Telescope Key Project. This timely volume provides a standard reference for graduate students and researchers in astronomy and cosmology.

The Grid Book Springer Science & Business Media

A classic book about life in a two-dimensional universe, written by a well-known author. Now brought back into print in this revised and updated edition, the book is written within the great tradition of Abbott's *Flatland*, and Hinton's famous *Sphereland*. Accessible, imaginative, and clever, it will appeal to a wide array of readers, from serious mathematicians and computer scientists, to science fiction fans.

Game Feel Ubiquity Press

What do Bach's compositions, Rubik's Cube, the way we choose our mates, and the physics of subatomic particles have in common? All are governed by the laws of symmetry, which elegantly unify scientific and artistic principles. Yet the mathematical language of symmetry—known as group theory—did not emerge from the study of symmetry at all, but from an equation that couldn't be solved. For thousands of years mathematicians solved progressively more difficult algebraic equations, until they encountered the quintic equation, which resisted solution for three centuries. Working independently, two great prodigies ultimately proved that the quintic cannot be solved by a simple formula. These geniuses, a Norwegian named Niels Henrik Abel and a romantic Frenchman named Évariste Galois, both died tragically young. Their incredible labor, however, produced the origins of group theory. The first extensive, popular account of the mathematics of symmetry and order, *The Equation That Couldn't Be Solved* is told not through abstract formulas but in a beautifully written and dramatic account of the lives and work of some of the greatest and most intriguing mathematicians in history.

Integrated Matrix Analysis of Structures Apress

A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

Fundamentals of Computer Graphics Springer Science & Business Media

The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame *Zelda II: The Adventure of Link*, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic message was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is Error," a benign programmer's joke. In *I AM ERROR* Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo's translation challenges

were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo's first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the "translation" problems faced while adapting the Famicom for the U.S. videogame market as the redesigned Entertainment System; Nintendo's breakthrough console title Super Mario Bros. and its remarkable software innovations; the introduction of Nintendo's short-lived proprietary disk format and the design repercussions on The Legend of Zelda; Nintendo's efforts to extend their console's lifespan through cartridge augmentations; the Famicom's Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled.

The Equation that Couldn't Be Solved Routledge

Complete guide to Super Mario Odyssey video game, including detailed maps, puzzle secrets, and how to defeat enemies in the game.

Computational Optimal Transport Springer Science & Business Media

"A work of enormous breadth, likely to pleasantly surprise both general readers and experts."—New York Times Book Review This revolutionary book provides fresh answers to long-standing questions of human origins and consciousness. Drawing on his breakthrough research in comparative neuroscience, Terrence Deacon offers a wealth of insights into the significance of symbolic thinking: from the co-evolutionary exchange between language and brains over two million years of hominid evolution to the ethical repercussions that followed man's newfound access to other people's thoughts and emotions. Informing these insights is a new understanding of how Darwinian processes underlie the brain's development and function as well as its evolution. In contrast to much contemporary neuroscience that treats the brain as no more or less than a computer, Deacon provides a new clarity of vision into the mechanism of mind. It injects a renewed sense of adventure into the experience of being human.

Mathematics for Game Developers Springer

Beginning Android 4 Games Development offers everything you need to join the ranks of successful

Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. 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 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

Particle and Astroparticle Physics CRC Press

Revised and updated text for advanced undergraduate or beginning graduate students in engineering treats the analysis and design of structures subjected to dynamic forces or earthquake excitations. This edition adds three new chapters on earthquake-resistant design of buildings, as well as expanded computer programs rewritten in BASIC for implementation on microcomputers. Annotation copyrighted by Book News, Inc., Portland, OR

A Century of Innovation Springer Science & Business Media

Today is the greatest time in history to be in the game business. We now have the technology to create games that look real! Sony's Playstation II, XBOX, and Game Cube are cool! But, all this technology isn't easy or trivial to understand - it takes really hard work and lots of Red Bull. The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games. Andre LaMothe's follow-up book to Tricks of the Windows Game Programming Gurus is the one to read for the latest in 3D game programming. When readers are finished with Tricks of the 3D Game Programming Gurus-Advanced 3D Graphics and Rasterization, they will be able to create a full 3D texture-mapped, lit video game for the PC with a software rasterizer they can write themselves. Moreover, they will understand the underlying principles of 3D graphics and be able to better understand and utilize 3D hardware today and in the future.