Calibration Requirements For Laboratory Equipment Iagim

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3D Online Multimedia & Games - Irene Cheng 2009
Online applications have been gaining wide acceptance among the general public. Companies like Amazon, Google, Yahoo! and NetFlicks have been doing extremely well over the last few years largely because of people becoming more comfortable and trusting of the Internet. The increasing acceptance of online products makes it increasingly important to address some of the scientific techniques involved in developing efficient 3D online systems.The topics discussed in this book broadly cover four categories: networking issues in online multimedia; joint texture-mesh simplification and view independent transmission; view dependent transmission and server-side rendering; content and background creation; and creating simple online games.

Video Processing and Computational Video - Daniel Cremers 2011-10-13
With the swift development of video imaging technology and the drastic improvements in CPU speed and memory, both video processing and computational video are becoming more and more popular. Similar to the digital revolution in photography of fifteen years ago, today digital methods are revolutionizing the way television and movies are being made. With the advent of professional digital movie cameras, digital projector technology for movie theaters, and 3D movies, the movie and television production pipeline is turning all-digital, opening up numerous new opportunities for the way dynamic scenes are acquired, video footage can be edited, and visual media may be experienced. This state-of-the-art survey provides a compilation of selected articles resulting from a workshop on Video Processing and Computational Video, held at Dagstuhl Castle, Germany, in October 2010. The seminar brought together junior and senior researchers from computer vision, computer graphics, and image communication, both from academia and industry, to address the challenges in computational video. During this workshop, 43 researchers from all over the world discussed the state of the art, contemporary challenges, and future research in imaging, processing, analyzing, modeling, and rendering of real-world, dynamic scenes. The 8 thoroughly revised papers presented were carefully reviewed and selected from more than 30 lectures given at the seminar. The articles give a good overview of the field of computational video and video processing with a special focus on computational photography, video-based rendering, and 3D video.

Supplemental Irrigation: a Highly Efficient Water-Use Practice - Theib Oweis 1997

Sustainability of Agrosilvopastoral Systems - Susanne Schnabel 2004

Agricultural Nonpoint Source Pollution - William F. Ritter 2000-12-15
If you work in the water quality management field, you know the challenges of monitoring and controlling pollutants in our water supply. The increasing problem of agricultural nonpoint source pollution requires complex solutions. Agricultural Nonpoint Source Pollution: Watershed Management and Hydrology covers the latest techniques and methods of managing large watershed areas, with an emphasis on controlling non-point source pollution, especially from agricultural run-off. Written by leading experts, the book includes topics such as: nitrate and phosphorus pollution, pesticide contamination, erosion and sedimentation, water-table management, and watershed management. The authors discuss the effects of agricultural run-off - one of the most intransigent problems now faced by environmental engineers and hydrologists. They explore each issue with an eye towards the integrated management of water quality and water resources over a defined area or region. This single-source reference gives you a complete understanding of the whats, whys, and hows of nonpoint source pollution - and more importantly of how to monitor and manage it. Agricultural Nonpoint Source Pollution: Watershed Management and Hydrology provides a broad but detailed overview that helps you to comprehend the intricacies of the problem and puts you on the path to finding the answers.

Video-Based Rendering - Marcus A. Magnor 2005-08-08
Driven by consumer-market applications that enjoy steadily increasing economic importance, graphics hardware and rendering algorithms are a central focus of computer graphics research. Video-based rendering is an approach that aims to overcome the current bottleneck in the time-consuming modeling process and has applications in areas such as comput

The Future of Drylands - Cathy Lee 2008-10-29
Drylands have been cradles to some of the world's greatest civilizations, and contemporary dryland communities feature rich and unique cultures. Dryland ecosystems support a surprising amount of biodiversity. Desertification, however, is a significant land degradation problem in the arid, semi-arid and dry sub-humid regions of the world. Deterioration of soil and plant cover has adversely affected 70% of the world's drylands as a result of extended droughts as well as mismanagement of range and cultivated lands. The situation is likely to worsen with high population growth rates and accompanying land-use conflicts. The contributions to The Future of Drylands – an international scientific conference held under the leadership of UNESCO – address these issues and offer practical solutions for combating desertification along with conserving and sustainably managing dryland ecosystems. Major themes include the conservation of dryland biological and cultural diversity and the human dryland interface. This volume documents how our improved understanding of drylands provides insight into the health and future prospects of these precious ecosystems that should help ensure that dryland communities enjoy a sustainable future.