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Manual de fotografía digital May 19 2022 Desde la información que debe tener en cuenta antes de adquirir su primera cámara digital hasta la manera de enviar instantáneas por correo electrónico a sus familiares y amigos, este libro le explica, paso a paso, todo lo que debe saber, en un estilo claro y sencillo, acompañado de cientos de imágenes a todo color. Empiece seleccionando la cámara digital más adecuada a sus necesidades y gustos, y descubra qué necesita para conseguir realizar las mejores fotografías posibles en las aplicaciones más habituales, como ilustrar una subasta en línea, incluir fotografías en hojas informativas o efectuar retratos de calidad profesional. En estas páginas también encontrará cómo puede mejorar sus fotografías utilizando los programas informáticos más actuales, archivarlas en CD, imprimirlas en papel o publicarlas en Internet. Este libro es, en definitiva, una guía completa para saber escoger y utilizar una cámara digital. Winn L. Rosch, que empezó su carrera como fotoperiodista, es autor de varios libros sobre informática de gran éxito (*The Winn L. Rosch Hardware Bible*). Ha escrito más de 1.000 artículos y columnas periodísticas en revistas de informática del Reino Unido, Alemania y Estados Unidos. Dispone de una gran habilidad para hacer que las últimas tecnologías parezcan sencillas gracias a su estilo claro y ameno.

Computer Vision Apr 25 2020 Humans perceive the three-dimensional structure of the world with apparent ease. However, despite all of the recent advances in computer vision research, the dream of having a computer interpret an image at the same level as a two-year old remains elusive. Why is computer vision such a challenging problem and what is the current state of the art? *Computer Vision: Algorithms and Applications* explores the variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and

current research literature in computer vision.

Popular Science Apr 18 2022

Popular Photography Jan 03 2021

Programming Computer Vision with Python Jul 29 2020 If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface

Profiling Humans from their Voice Aug 18 2019 This book is about recent research in the area of profiling humans from their voice, which seeks to deduce and describe the speaker's entire persona and their surroundings from voice alone. It covers several key aspects of this technology, describing how the human voice is unique in its ability to both capture and influence the human persona -- how, in some ways, voice is more potent and valuable than DNA and fingerprints as a metric, since it not only carries information about the speaker, but also about their current state and their surroundings at the time of speaking. It provides a comprehensive review of advances made in multiple scientific fields that now contribute to its foundations. It describes how artificial intelligence enables mechanisms of discovery that were not possible before in this context, driving the field forward in unprecedented ways. It also touches upon related and relevant challenges posed by voice disguise and other mechanisms of voice manipulation. The book acts as a good resource for academic researchers, and for professional agencies in many areas such as law enforcement, healthcare, social services, entertainment etc.

Popular Photography Sep 30 2020

British Journal of Photography Jul 21 2022

World Congress on Medical Physics and Biomedical Engineering September 7 - 12, 2009 Munich, Germany Dec 02 2020

Present Your Research to the World! The World Congress 2009 on Medical Physics and Biomedical Engineering - the triennial scientific meeting of the IUPESM - is the world's leading forum for presenting the results of current scientific work in health-related physics and technologies to an international audience. With more than 2,800 presentations it will be the biggest conference in the fields of Medical Physics and Biomedical Engineering in 2009! Medical physics, biomedical engineering and bioengineering have been driving forces of innovation and progress in medicine and healthcare over the past two decades. As new key technologies arise with significant potential to open new options in diagnostics and therapeutics, it is a multidisciplinary task to evaluate their benefit for medicine and healthcare with respect to the quality of performance and therapeutic output. Covering key aspects such as information and communication technologies, micro- and nanosystems, optics and biotechnology, the congress will serve as an inter- and multidisciplinary platform that brings together people from basic research, R&D, industry and medical application to discuss these issues. As a major event for science, medicine and technology the congress provides a comprehensive overview and in-depth, first-hand information on new developments, advanced technologies and current and future applications. With this Final Program we would like to give you an overview of the dimension of the congress and invite you to join us in Munich! Olaf Dössel Congress President Wolfgang C.

Complex Analysis Mar 25 2020 An introduction to complex analysis for students with some knowledge of complex numbers from high school. It contains sixteen chapters, the first eleven of which are aimed at an upper division undergraduate audience. The remaining five chapters are designed to complete the coverage of all background necessary for passing PhD qualifying exams in complex analysis. Topics studied include Julia sets and the Mandelbrot set, Dirichlet series and the prime number theorem, and the uniformization theorem for Riemann surfaces, with emphasis placed on the three geometries: spherical, euclidean, and hyperbolic. Throughout, exercises range from the very simple to the challenging. The book is based on lectures given by the author at several universities, including UCLA, Brown University, La Plata, Buenos Aires, and the Universidad Autonoma de Valencia, Spain.

Digital Buying Guide 2005 Aug 22 2022 The experts at Consumer Reports provide this essential guide to everything for and about home computing and network needs.

X-Ray Equipment Maintenance and Repairs Workbook for Radiographers and Radiological Technologists Aug 10 2021 The X-ray equipment maintenance and repairs workbook is intended to help and guide staff working with, and responsible for, radiographic equipment and installations in remote institutions where the necessary technical support is not available, to perform routine maintenance and minor repairs of equipment to avoid break downs. The book can be used for self study and as a checklist for routine maintenance procedures.

Fast Fourier Transform - Algorithms and Applications Dec 22 2019 This book presents an introduction to the principles of the fast Fourier transform. This book covers FFTs, frequency domain filtering, and applications to video and audio signal processing. As fields like communications, speech and image processing, and related areas are rapidly developing, the FFT as one of essential parts in digital signal processing has been widely used. Thus there is a pressing need from instructors and students for a book dealing with the latest FFT topics. This book provides thorough and detailed explanation of important or up-to-date FFTs. It also has adopted modern approaches like MATLAB examples and projects for better understanding of diverse FFTs.

Complete Guide to Digital Infrared Photography May 07 2021 Cameras can capture what the eye can't perceive: the presence of infrared light. And shooting infrared (IR) with a digital camera makes it easier than ever to create distinctively dreamlike, high-contrast black-and-white pictures. Using a wealth of stunning images, this thorough resource explores the technical and creative possibilities of this unique and increasingly popular medium. Get tips on focus and exposure; IR filters; and having a camera converted to shoot specifically in infrared. Follow instructions for processing and printing the photos--including toner effects and faux color. One glance through this guide and it's clear why infrared pictures are fun to take and beautiful to look at.

An Introduction to Ray Tracing May 27 2020 The creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics. An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design. Provides practical "how-to" information Contains high quality color plates of images created using ray tracing techniques Progresses from a basic understanding to the advanced science and application of ray tracing

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Digital Terrain Modeling Mar 05 2021 Written by experts, Digital Terrain Modeling: Principles and Methodology provides comprehensive coverage of recent developments in the field. The topics include terrain analysis, sampling strategy, acquisition methodology, surface modeling principles, triangulation algorithms, interpolation techniques, on-line and off-line quality control in data a

The Go Programming Language Aug 30 2020 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

Photographer's Forum Apr 06 2021

Popular Photography Nov 20 2019

Popular Photography Mar 17 2022

Popular Photography Sep 11 2021

Popular Photography Sep 18 2019

Forbes Nov 01 2020

Popular Photography Feb 22 2020

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Mac Design Magazine Jan 15 2022

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