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Chapter 11 Motion Section 11 3 Acceleration Chapter 11Motion Section 11.3 Acceleration (pages 342-348) This section describes the relationships among speed, velocity, and acceleration. Examples of these concepts are discussed. Sample calculations of acceleration and graphs representing accelerated motion are presented. Reading Strategy (page 342) Summarizing Read the section on ...

Health and Wellness, Tenth Edition is written in a personal and engaging style with specific tips and aids to help students improve their health habits. This text encourages students to learn the skills they need to enhance the quality and longevity of life. Health and Wellness covers the many perspectives of personal health, including physical, emotional, mental, social, environmental, and spiritual perspectives, with a central theme of self-responsibility for one's behavior.

Current computer graphics hardware and software make it possible to synthesise near photo-realistic images, but the simulation of natural-looking motion of articulated figures remains a difficult and challenging task. Skillfully rendered animation of humans, animals, and robots can delight and move us, but simulating their realistic motion holds great promise for many other applications as well, including ergonomic engineering design, clinical diagnosis of pathological movements, rehabilitation therapy, and biomechanics. Making Them Move presents the work of leading researchers in computer graphics, psychology, robotics and mechanical engineering who were invited to attend the Workshop on the Mechanics, Control and Animation of Articulated Figures held at the MIT Media Lab in April 1989. The book explores biological and robotic motor control, as well as state-of-the-art computer graphics techniques for simulating human and animal figures in a natural and physically realistic manner.

Big Data: Principles and Paradigms captures the state-of-the-art research on the architectural aspects, technologies, and applications of Big Data. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. To help realize Big Data's full potential, the book addresses numerous challenges, offering the conceptual and technological solutions for tackling them. These challenges include life-cycle data management, large-scale storage, flexible processing infrastructure, data modeling, scalable machine learning, data analysis algorithms, sampling techniques, and privacy and ethical issues. Covers computational platforms supporting Big Data applications Addresses key principles underlying Big Data computing Examines key developments supporting next generation Big Data platforms Explores the challenges in Big Data computing and ways to overcome them Contains expert contributors from both academia and industry

The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

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An overview of the different issues in motivation in mathematics. Chapters are included that present both theory and research on the influence of gender, culture, the classroom environment, and curriculum on children's mathematical performance and evaluation.

A recipe-based guide to give you practical information on Unity 5.x animation techniques and tools About This Book A straightforward and easy-to-follow format. A selection of the most important tasks and problems. Carefully organized instructions to solve problems efficiently. Clear explanations of what you did. Solutions that can be applied to solve real-world problems. Who This Book Is For This book is for Unity developers who have some exposure to Unity game development who want to learn the nuances of animation in Unity. Previous knowledge of animation techniques and mecanim is not necessary. What You Will Learn Importing animations to Unity Work with different animation assets and components Create, visualize, and edit animated creatures Animating game cut scenes Design character actions and expressions Create gameplay by animating characters and environments Use animations to drive in-game logic In detail This recipe-based practical guide will show you how to unleash the power of animation in Unity 5.x and make your games visually impeccable. Our primary focus is on showing you tools and techniques to animate not only humanoid biped characters, but also other elements. This includes non-humanoid character animation, game world creation, UI element animation, and other key features such as opening doors, changing lights, transitioning to different scenes, using physics, setting up ragdolls, creating destructible objects and more. While discussing these topics, the book will focus on mecanim, the Unity 3D animation tool, and how you can use it to perform all these tasks efficiently and quickly. It contains a downloadable Unity project with interactive examples for all the recipes. By the end of this book, you will be confident and self-sufficient in animating your Unity 3D games efficiently. Style and approach This practical no-nonsense guide is recipe-based with real-world examples of almost all the techniques mentioned.

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This book provides you with step-by-step exercises covering the various systems of CryENGINE and comprehensively explains their workings in a way that can be easily understood by readers of any skill level to help you develop your very own CryENGINE games.This book is intended for developers looking to harness the power of CryENGINE, providing a good grounding in how to use the engine to its full potential. The book assumes basic knowledge of the engine and its editor in non-programming areas.