

Engineering Graphics Kc John

From the No. 1 bestselling author of *What If?* - the man who created *xkcd* and explained the laws of science with cartoons - comes a series of brilliantly simple diagrams ('blueprints' if you want to be complicated about it) that show how important things work: from the nuclear bomb to the biro. It's good to know what the parts of a thing are called, but it's much more interesting to know what they do. Richard Feynman once said that if you can't explain something to a first-year student, you don't really get it. In *Thing Explainer*, Randall Munroe takes a quantum leap past this: he explains things using only drawings and a vocabulary of just our 1,000 (or the ten hundred) most common words. Many of the things we use every day - like our food-heating radio boxes ('microwaves'), our very tall roads ('bridges'), and our computer rooms ('datacentres') - are strange to us. So are the other worlds around our sun (the solar system), the big flat rocks we live on (tectonic plates), and even the stuff inside us (cells). Where do these things come from? How do they work? What do they look like if you open them up? And what would happen if we heated them up, cooled them down, pointed them in a different direction, or pressed this button? In *Thing Explainer*, Munroe gives us the answers to these questions and many, many more. Funny, interesting, and always understandable, this book is for anyone -- age 5 to 105 -- who has ever wondered how things work, and why.

Praise for the Second Edition "This book has never had a competitor. It is the only book that takes a broad approach to sampling . . . any good personal statistics library should include a copy of this book." —*Technometrics* "Well-written . . . an excellent book on an important subject. Highly recommended." —*Choice* "An ideal reference for scientific

researchers and other professionals who use sampling." —Zentralblatt Math Features new developments in the field combined with all aspects of obtaining, interpreting, and using sample data Sampling provides an up-to-date treatment of both classical and modern sampling design and estimation methods, along with sampling methods for rare, clustered, and hard-to-detect populations. This Third Edition retains the general organization of the two previous editions, but incorporates extensive new material—sections, exercises, and examples—throughout. Inside, readers will find all-new approaches to explain the various techniques in the book; new figures to assist in better visualizing and comprehending underlying concepts such as the different sampling strategies; computing notes for sample selection, calculation of estimates, and simulations; and more. Organized into six sections, the book covers basic sampling, from simple random to unequal probability sampling; the use of auxiliary data with ratio and regression estimation; sufficient data, model, and design in practical sampling; useful designs such as stratified, cluster and systematic, multistage, double and network sampling; detectability methods for elusive populations; spatial sampling; and adaptive sampling designs. Featuring a broad range of topics, Sampling, Third Edition serves as a valuable reference on useful sampling and estimation methods for researchers in various fields of study, including biostatistics, ecology, and the health sciences. The book is also ideal for courses on statistical sampling at the upper-undergraduate and graduate levels. Designed for the core course on Workshop Practice offered to all first-year diploma and degree level students of engineering, this book presents clear and concise explanation of the basic principles of manufacturing processes and equips students with overall knowledge of engineering materials, tools and equipment commonly used in the engineering field.

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The book describes the general principles of different workshop processes such as primary and secondary shaping processes, metal joining methods, surface finishing and heat treatment. The workshop processes covered also include the hand-working processes such as benchwork, fitting, arc welding, sheet metal work, carpentry, blacksmithy and foundry. It also explains the importance of safety measures to be followed in workshop processes and details the procedure of writing the records of the practices. The tools and equipment used in each hand-working process are enumerated before elaborating the process. Finally, the book discusses the machining processes such as turning operations, the cutting tools and the tools used for measuring and marking, and explains the working principle of Engine Lathe. An appendix for advanced level practice and assessment of work has also been included. New to This Edition : A separate chapter on Plumbing as per the revised syllabus of Indian Universities Method for sketching isometric single line piping layout Neatly-drawn illustrations and examples on Plumbing Key Features : Follows the International Standard Organization (ISO) code of practice for drawings. Includes a large number of illustrations to explain the methods and processes discussed. Contains chapter-end questions for viva voce test and exercises for making models. This book provides a detailed study of geometrical drawing through simple and well-explained worked-out examples. It is designed for first-year engineering students of all branches. The book is divided into seven modules. A topic is introduced in each chapter of a module with brief explanations and necessary pictorial views. Then it is discussed in detail through a number of worked-out examples, which are explained using step-by-step procedure and illustrating drawings. Module A covers the fundamentals of manual drafting, lettering, freehand sketching and dimensioning of

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views. Module B describes two-dimensional drawings like geometrical constructions, conics, miscellaneous curves and scales. Three-dimensional drawings, such as projections of points, lines, plane lamina, geometrical solids and sections of them are well explained in Module C. Module D deals with intersection of surfaces and their developments. Drawing of pictorial views is illustrated in Module E, which includes isometric projection, oblique projection and perspective projections. Module F covers the fundamentals of machine drawing. Finally, in Module G the book introduces computer-aided drafting (CAD) to make the readers familiar with the state-of-the-art techniques of drafting. Key Features : Follows the International Standard Organization (ISO) code of practice for drawing. Includes a large number of dimensioned illustrations, worked-out examples, and university questions and answers to explain the geometrical drawing process. Contains chapter-end exercises to help students develop their drawing skills.

The proposed book will offer comprehensive and versatile methodologies and recommendations on how to determine dynamic characteristics of typical micro- and opto-electronic structural elements (printed circuit boards, solder joints, heavy devices, etc.) and how to design a viable and reliable structure that would be able to withstand high-level dynamic loading. Particular attention will be given to portable devices and systems designed for operation in harsh environments (such as automotive, aerospace, military, etc.) In-depth discussion from a mechanical engineer's viewpoint will be conducted to the key components' level as well as the whole device level. Both theoretical (analytical and computer-aided) and experimental methods of analysis will be addressed. The authors will identify how the failure control parameters (e.g. displacement, strain and stress) of the vulnerable components may be affected by the external vibration or

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shock loading, as well as by the internal parameters of the infrastructure of the device. Guidelines for material selection, effective protection and test methods will be developed for engineering practice.

Appropriate for upper-division undergraduate and graduate level courses in computer vision found in departments of computer science, computer engineering and electrical engineering, this book offers a treatment of modern computer vision methods.

An Integrated Approach to Product Development Reliability Engineering presents an integrated approach to the design, engineering, and management of reliability activities throughout the life cycle of a product, including concept, research and development, design, manufacturing, assembly, sales, and service. Containing illustrative guides that include worked problems, numerical examples, homework problems, a solutions manual, and class-tested materials, it demonstrates to product development and manufacturing professionals how to distribute key reliability practices throughout an organization. The authors explain how to integrate reliability methods and techniques in the Six Sigma process and Design for Six Sigma (DFSS). They also discuss relationships between warranty and reliability, as well as legal and liability issues. Other topics covered include: Reliability engineering in the 21st Century Probability life distributions for reliability analysis Process control and process capability Failure modes, mechanisms, and effects analysis Health monitoring and prognostics Reliability tests and reliability estimation Reliability Engineering provides a comprehensive list of references on the topics covered in each chapter. It is an invaluable resource for those interested in gaining fundamental knowledge of the practical aspects of reliability in design, manufacturing, and testing. In addition, it is useful for implementation and management of reliability programs.

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Written by one of the most successful aerospace authors, this new book develops aircraft performance techniques from first principles and applies them to real airplanes. It also addresses a philosophy of, and techniques for aircraft design. By developing and discussing these two subjects in a single text, the author captures a degree of synergism not found in other texts. The book is written in a conversational style, a trademark of all of John Anderson's texts, to enhance the readers' understanding.

This book provides a detailed study of technical drawing and machine design to acquaint students with the design, drafting, manufacture, assembly of machines and their components. The book explains the principles and methodology of converting three-dimensional engineering objects into orthographic views drawn on two-dimensional planes. It describes various types of sectional views which are adopted in machine drawing as well as simple machine components such as keys, cotters, threaded fasteners, pipe joints, welded joints, and riveted joints. The book also illustrates the principles of limits, fits and tolerances and discusses geometrical tolerances and surface textures with the help of worked-out examples. Besides, it describes assembly methods and drafting of power transmission units and various mechanical machine parts of machine tools, jigs and fixtures, engines,

valves, etc. Finally, the text introduces computer aided drafting (CAD) to give students a good start on professional drawing procedure using computer.

KEY FEATURES : Follows the International Standard Organization (ISO) code of practice for drawing. Includes a large number of dimensioned illustrations and worked-out examples to explain the design and drafting process of various machines and their components. Contains chapter-end exercises to help students develop their design and drawing skills. This book is designed for degree and diploma students of mechanical, production, automobile, industrial and chemical engineering. It is also useful for mechanical draftsmen and designers.

Sprinkles the Fire Dog is an inspirational story about a little puppy from a big city who dreams of one day becoming a fire dog. To achieve that dream, Sprinkles must overcome his physical limitations, the critical corner mutts, and his own self-doubt. This is a wonderful story about setting goals, putting in the work, and turning dreams into reality. Best-selling author Frank Viscuso and renowned artist and author Paul Combs have served as firefighters for more than 50 combined years. Throughout their careers, they have used their talents to inspire others with their books and teaching. In Sprinkles the Fire Dog, they join forces to bring us a wonderful story that is sure to inspire young children to pursue their dreams, overcome adversity, and fight for what

they believe in.

Designed as a text for the undergraduate students of all branches of engineering, this compendium gives an opportunity to learn and apply the popular drafting software AutoCAD in designing projects. The textbook is organized in three comprehensive parts. Part I (AutoCAD) deals with the basic commands of AutoCAD, a popular drafting software used by engineers and architects. Part II (Projection Techniques) contains various projection techniques used in engineering for technical drawings. These techniques have been explained with a number of line diagrams to make them simple to the students. Part III (Descriptive Geometry), mainly deals with 3-D objects that require imagination. The accompanying CD contains the animations using creative multimedia and PowerPoint presentations for all chapters. In a nutshell, this textbook will help students maintain their cutting edge in the professional job market. **KEY FEATURES :** Explains fundamentals of imagination skill in generic and basic forms to crystallize concepts. Includes chapters on aspects of technical drawing and AutoCAD as a tool. Treats problems in the third angle as well as first angle methods of projection in line with the revised code of Indian Standard Code of Practice for General Drawing.

Now in its fifth edition, John C. Russ's monumental image processing reference is an even more

complete, modern, and hands-on tool than ever before. The Image Processing Handbook, Fifth Edition is fully updated and expanded to reflect the latest developments in the field. Written by an expert with unequalled experience and authority, it offers clear guidance on how to create, select, and use the most appropriate algorithms for a specific application. What's new in the Fifth Edition? · A new chapter on the human visual process that explains which visual cues elicit a response from the viewer · Description of the latest hardware and software for image acquisition and printing, reflecting the proliferation of the digital camera · New material on multichannel images, including a major section on principal components analysis · Expanded sections on deconvolution, extended dynamic range images, and image enlargement and interpolation · More than 600 new and revised figures and illustrations for a total of more than 2000 illustrations · 20% more references to the most up-to-date literature Written in a relaxed and reader-friendly style, The Image Processing Handbook, Fifth Edition guides you through the myriad tools available for image processing and helps you understand how to select and apply each one.

This Book Provides A Systematic Account Of The Basic Principles Involved In Engineering Drawing. The Treatment Is Based On The First Angle Projection. Salient Features: * Nomography

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Explained In Detail. * 555 Self-Explanatory Solved University Problems. * Step-By-Step Procedures. * Side-By-Side Simplified Drawings. * Adopts B.I.S. And I.S.O. Standards. * 1200 Questions Included For Self Test. The Book Would Serve As An Excellent Text For B.E., B.Tech., B.Sc. (Ap. Science) Degree And Diploma Students Of Engineering. Amie Students Would Also Find It Extremely Useful.

ENGINEERING GRAPHICS FOR DEGREE PHI

Learning Pvt. Ltd.

Data Mining for Business Analytics: Concepts, Techniques, and Applications in Python presents an applied approach to data mining concepts and methods, using Python software for illustration. Readers will learn how to implement a variety of popular data mining algorithms in Python (a free and open-source software) to tackle business problems and opportunities. This is the sixth version of this successful text, and the first using Python. It covers both statistical and machine learning algorithms for prediction, classification, visualization, dimension reduction, recommender systems, clustering, text mining and network analysis. It also includes: A new co-author, Peter Gedeck, who brings both experience teaching business analytics courses using Python, and expertise in the application of machine learning methods to the drug-discovery process. A new section on ethical issues in data mining. Updates and new material based on

feedback from instructors teaching MBA, undergraduate, diploma and executive courses, and from their students More than a dozen case studies demonstrating applications for the data mining techniques described End-of-chapter exercises that help readers gauge and expand their comprehension and competency of the material presented A companion website with more than two dozen data sets, and instructor materials including exercise solutions, PowerPoint slides, and case solutions

Data Mining for Business Analytics: Concepts, Techniques, and Applications in Python is an ideal textbook for graduate and upper-undergraduate level courses in data mining, predictive analytics, and business analytics. This new edition is also an excellent reference for analysts, researchers, and practitioners working with quantitative methods in the fields of business, finance, marketing, computer science, and information technology. “This book has by far the most comprehensive review of business analytics methods that I have ever seen, covering everything from classical approaches such as linear and logistic regression, through to modern methods like neural networks, bagging and boosting, and even much more business specific procedures such as social network analysis and text mining. If not the bible, it is at the least a definitive manual on the subject.” —Gareth M. James, University of Southern California and co-author (with Witten, Hastie and

Tibshirani) of the best-selling book *An Introduction to Statistical Learning, with Applications in R* Now in dynamic full color, **SI ENGINEERING FUNDAMENTALS: AN INTRODUCTION TO ENGINEERING**, 5e helps students develop the strong problem-solving skills and solid foundation in fundamental principles they will need to become analytical, detail-oriented, and creative engineers. The book opens with an overview of what engineers do, an inside glimpse of the various areas of specialization, and a straightforward look at what it takes to succeed. It then covers the basic physical concepts and laws that students will encounter on the job. Professional Profiles throughout the text highlight the work of practicing engineers from around the globe, tying in the fundamental principles and applying them to professional engineering. Using a flexible, modular format, the book demonstrates how engineers apply physical and chemical laws and principles, as well as mathematics, to design, test, and supervise the production of millions of parts, products, and services that people use every day. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book provides a detailed study of geometrical drawing through simple and well-explained worked-out examples and exercises. This book is designed

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for students of first year Engineering Diploma course, irrespective of their branches of study. The book is divided into seven modules. Module A covers the fundamentals of manual drafting, lettering, freehand sketching and dimensioning of views. Module B describes two-dimensional drawings like geometrical constructions, conics, miscellaneous curves and scales. Three-dimensional drawings, such as projections of points, lines, plane lamina, geometrical solids and their different sections are well-explained in Module C. Module D deals with intersection of surfaces and their developments. Drawing of pictorial views is illustrated in Module E, which includes isometric projection, oblique projection and perspective projections. The fundamentals of machine drawing are covered in Module F. Finally, in Module G, the book introduces computer-aided drafting (CAD) to make the readers familiar with the state-of-the-art techniques of drafting. **KEY FEATURES :** Follows the International Standard Organization (ISO) code of practice for drawing. Includes a large number of dimensioned illustrations, worked-out examples, and Polytechnic questions and answers to explain the geometrical drawing process. Contains chapter-end exercises to help students develop their drawing skills.

This book is for B.Sc Engg., B.E., Dip. In Mech. Engg., Production Engg., Automobile Engg., Textile

Engg., etc., I.T.I.(Draftsman Course in Mech. Engg.), A.T.I., 10+2 System, and other Engineering Examinations. According to Bureau of Indian Standards (B.I.S.) SP: 46-1988 & IS:696-1972 CATIA V6 (Computer-Aided Three Dimensional Interactive Application) is the world's leading multi-platform CAD/CAM/CAE software suite marketed worldwide by IBM. It allows the user to apply its capabilities to a variety of industries such as automotive, industrial robots, electronics, manufacturing design, aerospace, and consumer goods. CATIA V6 Essentials includes all the major concepts related to the latest version of CATIA, such as installation, modes, and modeling in an easy-to-understand, step-by-step format. It also covers all the major commands and techniques and provides the reader with all of the details to learn the basics with a clear method of instruction. This comprehensive reference will help you navigate this multifaceted software with ease.

This book equips the students with the basic knowledge of certain facets of Civil Engineering and Engineering Mechanics as needed by them in the beginning of their engineering education. The book is primarily tailored to conform to the first-year B.Tech syllabus of Visvesvaraya Technological University (VTU). It will be useful for the students in other universities too. The first part of the book discusses the fundamentals of civil engineering and

the characteristics of some civil structures, such as buildings, roads, bridges, and dams. The second part deals with the topics of engineering mechanics that help in finding the solutions to problems of engineering. It deals with the systems of forces to which rigid bodies are subjected, centroids of plane figures, moment of inertia of some important geometrical figures, and the laws of friction. Worked-out examples, practice problems, and objective-type questions in each chapter are designed to reinforce the learning of the subject matter.

Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

Engineering Design Graphics provides a clear, concise treatment of the essential topics addressed in a modern engineering design graphics course.

Projection theory provides the instructional framework, and freehand sketching the means for learning the important graphical concepts at the core of this work. The text includes several hundred sketching problems, all serving to develop the student's ability to use sketching for ideation and

communication, as well as a means to develop critical spatial visualization skills. A chapter on computer-aided product design software, with an emphasis on parametric solid modeling, is also included.

The latest ideas in machine analysis and design have led to a major revision of the field's leading handbook. New chapters cover ergonomics, safety, and computer-aided design, with revised information on numerical methods, belt devices, statistics, standards, and codes and regulations. Key features include: *new material on ergonomics, safety, and computer-aided design; *practical reference data that helps machines designers solve common problems--with a minimum of theory. *current CAS/CAM applications, other machine computational aids, and robotic applications in machine design. This definitive machine design handbook for product designers, project engineers, design engineers, and manufacturing engineers covers every aspect of machine construction and operations. Voluminous and heavily illustrated, it discusses standards, codes and regulations; wear; solid materials, seals; flywheels; power screws; threaded fasteners; springs; lubrication; gaskets; coupling; belt drive; gears; shafting; vibration and control; linkage; and corrosion.

Designed for the undergraduate students of mechanical engineering and allied branches, this

book serves as a bridge between the study of the basic processes and their application in production industries. This book covers two similar fundamental processes—foundry and welding—in a single volume. The chapters of the book are grouped in seven modules. A separate module is devoted to introduce the preliminaries of the two areas namely casting and joining processes. Miscellaneous welding and allied processes, including the modern methods and thermal cutting, conventional sand mould casting, special and modern casting methods, conventional metal joining processes and theory of solidification of metal, its metallurgy, defects in castings and casting design procedure are covered in the book. The theory of each process is explained with the help of simple line sketches which can be easily reproduced by a student at the time of examination. Enough worked out examples and problems are given for practice, especially in the design areas. At the end of each chapter, sufficient number of review questions are given as exercise.

About the Book: Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

This book provides over 250 quick review problems with complete, step-by-step solutions for all types of

mechanical engineering exams. It covers all the important mathematical concepts used in mechanical engineering, physics, and other sciences, including functions, derivatives, integration, methods of integration, applications of integrals, matrices, complex numbers, and more. Excellent review of key mathematical topics prior to taking the exams. FEATURES: Includes over 250 review problems with complete, step-by-step solutions Covers all the important mathematical concepts used in mechanical engineering including functions, derivatives, integration, methods of integration, applications of integrals, matrices, complex numbers, and more.

Must-have reference for processes involving liquids, gases, and mixtures Reap the time-saving, mistake-avoiding benefits enjoyed by thousands of chemical and process design engineers, research scientists, and educators. Properties of Gases and Liquids, Fifth Edition, is an all-inclusive, critical survey of the most reliable estimating methods in use today --now completely rewritten and reorganized by Bruce Poling, John Prausnitz, and John O'Connell to reflect every late-breaking development. You get on-the-spot information for estimating both physical and thermodynamic properties in the absence of experimental data with this property data bank of 600+ compound constants. Bridge the gap between theory and practice with this trusted, irreplaceable,

and expert-authored expert guide -- the only book that includes a critical analysis of existing methods as well as hands-on practical recommendations. Areas covered include pure component constants; thermodynamic properties of ideal gases, pure components and mixtures; pressure-volume-temperature relationships; vapor pressures and enthalpies of vaporization of pure fluids; fluid phase equilibria in multicomponent systems; viscosity; thermal conductivity; diffusion coefficients; and surface tension.

This book is written strictly for the first and second semester diploma students of engineering chemistry according to the revised syllabus. It aims to provide a thorough understanding of the chemical concepts, theories and principles in Engineering Chemistry in a clear and concise manner, so that the average students are able to grasp the intricacies of the subject. Explaining general concepts of atomic structure and chemical bond, the book covers all advanced topics such as acid–base theory, concentration of solutions, electrochemistry, corrosion, metallurgy, hydrocarbons, sources of water and its treatment, lubricants and adhesives, fuel, polymer and environmental chemistry. Each theoretical concept is well supported by illustrative examples. Besides, the book provides a large number of solved problems to reinforce the theoretical understanding of concepts. Each chapter

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contains glossary terms and provides short questions and long questions for practice. Previous year question papers and model questions with answers are appended at the end of the book to help students ace in examinations.

Technical Drawing and Engineering Graphics, Fourteenth Edition, provides a clear, comprehensive introduction and detailed, easy-to-use reference to creating 2D documentation drawings and engineering graphics by hand or using CAD. It offers excellent technical detail, up-to-date standards, motivating real-world examples, and clearly explained theory and technique in a colorful, highly visual, concisely written format. Designed as an efficient tool for busy, visually oriented learners, this edition expands on well-tested material, bringing its content up-to-date with the latest standards, materials, industries and production processes.

Colored models and animations bring the material to life for the student on the book's companion website. Updated exercises that feature sheet metal and plastic parts are a part of the excellent Giesecke problem set.

An Introduction to Tissue-Biomaterial Interactions acquaints an undergraduate audience with the fundamental biological processes that influence these sophisticated, cutting-edge procedures. Chapters one through three provide more detail about the molecular-level events that happen at the tissue-

implant interface, while chapters four through ten explore selected material, biological, and physiological consequences of these events. The importance of the body's wound-healing response is emphasized throughout. Specific topics covered include: Structure and properties of biomaterials Proteins Protein-surface interactions Blood-biomaterial interactions Inflammation and infection The immune system Biomaterial responses to implantation Biomaterial surface engineering Intimal hyperplasia and osseointegration as examples of tissue-biomaterial interactions The text also provides extensive coverage of the three pertinent interfaces between the body and the biomaterial, between the body and the living cells, and between the cells and the biomaterial that are critical in the development of tissue-engineered products that incorporate living cells within a biomaterial matrix. Ideal for a one-semester, biomedical engineering course, An Introduction to Tissue-Biomaterial Interactions provides a solid framework for understanding today's and tomorrow's implantable biomedical devices. Consumers today expect extremely realistic imagery generated in real time for interactive applications such as computer games, virtual prototyping, and scientific visualisation. However, the increasing demands for fidelity coupled with rapid advances in hardware architecture pose a challenge: how do you

find optimal, sustainable solutions to accommodate both speed of rendering and quality? Real-Time Rendering: Computer Graphics with Control Engineering presents a novel framework for solving the perennial challenge of resource allocation and the trade-off between quality and speed in interactive computer graphics rendering. Conventional approaches are mainly based on heuristics and algorithms, are largely application specific, and offer fluctuating performance, particularly as applications become more complex. The solution proposed by the authors draws on powerful concepts from control engineering to address these shortcomings. Expanding the horizon of real-time rendering techniques, this book: Explains how control systems work with real-time computer graphics Proposes a data-driven modelling approach that more accurately represents the system behaviour of the rendering process Develops a control system strategy for linear and non-linear models using proportional, integral, derivative (PID) and fuzzy control techniques Uses real-world data from rendering applications in proof-of-concept experiments Compares the proposed solution to existing techniques Provides practical details on implementation, including references to tools and source code This pioneering work takes a major step forward by applying control theory in the context of a computer graphics system. Promoting cross-

disciplinary research, it offers guidance for anyone who wants to develop more advanced solutions for real-time computer graphics rendering.

Bestemd voor onderwijskundigen en werkers in verwante opvoedkundige beroepen

Don't simply show your data—tell a story with it!

Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation.

Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to:

- Understand the importance of context and audience
- Determine the appropriate type of graph for your situation
- Recognize and eliminate the clutter clouding your information
- Direct your audience's attention to the most important parts of your data
- Think like a designer and utilize concepts of design in data visualization
- Leverage the power of storytelling to help your message resonate with your audience

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Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it!

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