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Reconstructing Ancient Landscape

The use of new media in the service of cultural heritage is a fast growing field, known variously as virtual or digital heritage. New Heritage, under this denomination, broadens the definition of the field to address the complexity of cultural heritage such as the related social, political and economic issues. This book is a collection of 20 key essays, of authors from 11 countries, representing a wide range of professions including architecture, philosophy, history, cultural heritage management, new media, museology and computer science, which examine the application of new media to cultural heritage from a different points of view. Issues surrounding heritage interpretation to the public and the attempts to capture the essence of both tangible (buildings, monuments) and intangible (customs, rituals) cultural heritage are investigated in a series of innovative case studies.

Proceedings of the Second International Conference on the Future of ASEAN (ICoFA) 2017 - Volume 2

This introductory text covers the key areas of computer science, including recursive function theory, formal languages, and automata. Additions to the second edition include: extended exercise sets, which vary in difficulty; expanded section on

recursion theory; new chapters on program verification and logic programming; updated references and examples throughout.

The Algorithmic Beauty of Plants

This book is a study of the long-term historical geography of Asia Minor, from the fourth century BC to the thirteenth century AD. Using an astonishing breadth of sources, ranging from Byzantine monastic archives to Latin poetic texts, ancient land records to hagiographic biographies, Peter Thonemann reveals the complex and fascinating interplay between the natural environment and human activities in the Maeander valley. Both a large-scale regional history and a profound meditation on the role played by geography in human history, this book is an essential contribution to the history of the Eastern Mediterranean in Graeco-Roman antiquity and the Byzantine Middle Ages.

3D Geo-Information Sciences

The Urban Data Management Society has organised international symposia at various locations throughout Europe since 1971, and UDMS 2013 marks its second visit to London. From its outset, UDMS has highlighted changes and trends in urban data and urban data management. However, the rate of emergence of new data and new technologies has never been as rapid as it is now. Trends including smart cities, smart phones, social media, 3D modelling, volunteered geographic information, building information modelling and the internet of things all generate information about the urban environment and the people who live there. Additionally the volume of data generated in part through such techniques has in turn resulted in research into 'big data' – how best to handle the data, analyse it, visualise it in different contexts. Thus the challenges and opportunities facing those working with these new types of urban data are manifold. Given this, the general theme for UDMS 2013 was "Recent and Emerging Trends in the Management of New Urban Data." This book contains 20 papers selected from the long papers that were submitted for UDMS 2013. Each paper was reviewed by three independent academic reviewers from around the world, both for academic quality and for clarity in communication. The book is intended to be suitable for different readers – from city planners and architects to academics, students and policy makers and those involved in urban planning.

Literary Mapping in the Digital Age

Design is eminent throughout different disciplines of science, engineering, humanities, and art. However, within these disciplines, the way in which the term design is understood and applied differs significantly. There still is a profound lack of interdisciplinary research on this issue. The same term is not even guaranteed to carry the same meaning as soon as one

crosses over to other disciplines. Therefore, related synergies between disciplines remain largely unexplored and unexploited. This book will address design in the hope of promoting a deeper understanding of it across various disciplines, and to support Design Science as a discipline, which attempts to cover the vast number of currently isolated knowledge sources.

Ontology-based Procedural Modelling of Traversable Buildings Composed by Arbitrary Shapes

In recent years 3D geo-information has become an important research area due to the increased complexity of tasks in many geo-scientific applications, such as sustainable urban planning and development, civil engineering, risk and disaster management and environmental monitoring. Moreover, a paradigm of cross-application merging and integrating of 3D data is observed. The problems and challenges facing today's 3D software, generally application-oriented, focus almost exclusively on 3D data transportability issues – the ability to use data originally developed in one modelling/visualisation system in other and vice versa. Tools for elaborated 3D analysis, simulation and prediction are either missing or, when available, dedicated to specific tasks. In order to respond to this increased demand, a new type of system has to be developed. A fully developed 3D geo-information system should be able to manage 3D geometry and topology, to integrate 3D geometry and thematic information, to analyze both spatial and topological relationships, and to present the data in a suitable form. In addition to the simple geometry types like point line and polygon, a large variety of parametric representations, freeform curves and surfaces or sweep shapes have to be supported. Approaches for seamless conversion between 3D raster and 3D vector representations should be available, they should allow analysis of a representation most suitable for a specific application.

Visual Computing for Cultural Heritage

"Byrne considered that it might be easier to learn geometry if colors were substituted for the letters usually used to designate the angles and lines of geometric figures. Instead of referring to, say, 'angle ABC,' Byrne's text substituted a blue or yellow or red section equivalent to similarly colored sections in the theorem's main diagram."--Friedman.

Design Computing and Cognition '08

The architects of ancient Rome developed a vibrant and enduring tradition, inspiring those who followed in their profession even to this day. This book explores how Roman architects went about the creative process.

Proceedings of UASG 2019

This book constitutes the refereed proceedings of the 17th International Conference on Entertainment Computing, ICEC 2018, held at the 24th IFIP World Computer Congress, WCC 2018, in Poznan, Poland, in September 2018. The 15 full papers, 13 short papers, and 23 poster, demonstration, and workshop papers presented were carefully reviewed and selected from 65 submissions. They cover a large range of topics in the following thematic areas: digital games and interactive entertainment; design, human-computer interaction, and analysis of entertainment systems; interactive art, performance and cultural computing; entertainment devices, platforms and systems; theoretical foundations and ethical issues; entertainment for purpose and persuasion; computational methodologies for entertainment; and media studies, communication, business, and information systems.

Urban Design: Method and Techniques

A practical guide to research for architects and designers—now updated and expanded! From searching for the best glass to prevent glare to determining how clients might react to the color choice for restaurant walls, research is a crucial tool that architects must master in order to effectively address the technical, aesthetic, and behavioral issues that arise in their work. This book's unique coverage of research methods is specifically targeted to help professional designers and researchers better conduct and understand research. Part I explores basic research issues and concepts, and includes chapters on relating theory to method and design to research. Part II gives a comprehensive treatment of specific strategies for investigating built forms. In all, the book covers seven types of research, including historical, qualitative, correlational, experimental, simulation, logical argumentation, and case studies and mixed methods. Features new to this edition include: Strategies for investigation, practical examples, and resources for additional information A look at current trends and innovations in research Coverage of design studio-based research that shows how strategies described in the book can be employed in real life A discussion of digital media and online research New and updated examples of research studies A new chapter on the relationship between design and research Architectural Research Methods is an essential reference for architecture students and researchers as well as architects, interior designers, landscape architects, and building product manufacturers.

The First Six Books of the Elements of Euclid

This book examines how business, the social sciences, science and technology will impact the future of ASEAN. Following the ASEAN VISION 2020, it analyses the issues faced by ASEAN countries, which are diverse, while also positioning ASEAN as a competitive entity through partnerships. On the 30th anniversary of ASEAN, all ASEAN leaders agreed to the establishment of the ASEAN VISION 2020, which delineates the formation of a peaceful, stable and dynamically developed region while maintaining a community of caring societies in Malaysia, Indonesia, Singapore, Brunei, Vietnam, Thailand, the

Philippines, Myanmar, Laos and Cambodia. In keeping with this aspiration, Universiti Teknologi MARA Perlis took the initial steps to organise conferences and activities that highlight the role of the ASEAN region. The Second International Conference on the Future of ASEAN (ICoFA) 2017 was organised by the Office of Academic Affairs, Universiti Teknologi MARA Perlis, to promote more comprehensive integration among ASEAN members. This book, divided into two volumes, offers a useful guide for all those engaged in research on business, the social sciences, science and technology. It will also benefit researchers worldwide who want to gain more knowledge about ASEAN countries

New Heritage

these days a computer is as much a part of every household's standard equipment as a refrigerator, and yet the explosion of computer technology in the last several decades has transformed the daily life of every member of society far more than even utopians would ever have allowed themselves to dream. No wonder, then, that from design to production, architecture too is becoming more and more subject to digital influences. The range of those influences stretches from the classical computer programs used in design and presentation to media-supported design processes all the way to computerized production techniques, to say nothing of industrialized bricklayer "robots." From measurement to planning and production, architecture is the product of a closely coordinated digital process chain. What influence do digital design and production methods have on contemporary architecture? How are these methods changing architecture and the way it is created? Where does the potential of digital media for architecture lie? What are the areas in which every individual firm can begin to use them? What are the advantages of working electronically? How and at what cost can these methods be integrated into the day-to-day work of the professional architect? This publication offers answers to these and many other questions on all aspects of the digital design and construction process.

Digital Methods and Remote Sensing in Archaeology

Visual Data Mining—Opening the Black Box Knowledge discovery holds the promise of insight into large, otherwise opaque datasets. The nature of what makes a rule interesting to a user has been discussed widely but most agree that it is a subjective quality based on the practical usefulness of the information. Being subjective, the user needs to provide feedback to the system and, as is the case for all systems, the sooner the feedback is given the quicker it can influence the behavior of the system. There have been some impressive research activities over the past few years but the question to be asked is why is visual data mining only now being investigated commercially? Certainly, there have been arguments for visual data mining for a number of years – Ankerst and others argued in 2002 that current (autonomous and opaque) analysis techniques are inefficient, as they fail to directly embed the user in dataset exploration and that a better solution involves the user and algorithm being more tightly coupled. Grinstein stated that the “current state of the art data mining tools are

automated, but the perfect data mining tool is interactive and highly participatory,” while Han has suggested that the “data selection and viewing of mining results should be fully interactive, the mining process should be more interactive than the current state of the art and embedded applications should be fairly automated .” A good survey on 3 techniques until 2003 was published by de Oliveira and Levkowitz .

Principles of Computer Graphics

This book serves as an up-to-date manual for the ever evolving discipline of digital landscape reconstruction, and shows how digital tools can be used in the interpretation of archaeological data related to past landscapes. It draws on the work of the Italian National Research Councils Lab in Virtual Heritage, illustrating its points with case studies from their research.

Visual Data Mining

The importance of research and education in design continues to grow. For example, government agencies are gradually increasing funding of design research, and increasing numbers of engineering schools are revising their curricula to emphasize design. This is because of an increasing realization that design is part of the wealth creation of a nation and needs to be better understood and taught. The continuing globalization of industry and trade has required nations to re-examine where their core contributions lie if not in production efficiency. Design is a precursor to manufacturing for physical objects and is the precursor to implementation for virtual objects. At the same time, the need for sustainable development is requiring design of new products and processes, and feeding a movement towards design - novations and inventions. There are now three sources for design research: design computing, design cognition and human-centered information technology. The foundations for much of design computing remains artificial intelligence with its focus on ways of representation and on processes that support simulation and generation. Artificial intelligence continues to provide an environmentally rich paradigm within which design research based on computational constructions can be carried out. Design cognition is founded on concepts from cognitive science, an even newer area than artificial intelligence. It provides tools and methods to study human designers in both laboratory and practice settings.

Planning Support Science for Smarter Urban Futures

This book offers a selection of the best articles presented at the CUPUM (Computers in Urban Planning and Urban Management) Conference, held in the second week of July 2017 at the University of South Australia in Adelaide. It provides a state-of-the-art overview of the availability and application of planning support systems (PSS) in the context of smart cities, big data, and urban futures. Rapid advances in computing, information, communication and web-based technologies

are reaching into all facets of urban life, creating new and exciting urban futures. With the universal adoption of networked computing technologies, data generation is now so massive and all pervasive in society that it offers unprecedented technological solutions for planning and managing urban futures. These technologies are essential to effective urban planning and urban management in an increasingly challenging world, with socially disruptive changes, more complex and sophisticated urban lives and the need for resilience to deal with the possibility of adverse future environmental events and climate change. The book discusses examples of these technologies which encompass, inter alia: 'smart urban futures', where cities with myriad sensors are networked with communication technologies that enable the city planners to monitor well-being and be responsive to citizens' needs to allow dynamic management in real-time; PSS that encompass new hardware, develop new indicators, applications and innovative ways of facilitating public and community involvement in the management and planning of urban areas; and urban modelling that draws on theory and the richness of data from the growing range of urban sensing and communication technologies to build a better understanding of urban dynamics, trends and 'what-if' scenario investigations, and to provide better tools for planning and policymaking.

CityMaker

This volume gathers the latest advances, innovations, and applications in the field of geographic information systems and unmanned aerial vehicle (UAV) technologies, as presented by leading researchers and engineers at the 1st International Conference on Unmanned Aerial System in Geomatics (UASG), held in Roorkee, India on April 6-7, 2019. It covers highly diverse topics, including photogrammetry and remote sensing, surveying, UAV manufacturing, geospatial data sensing, UAV processing, visualization, and management, UAV applications and regulations, geo-informatics and geomatics. The contributions, which were selected by means of a rigorous international peer-review process, highlight numerous exciting ideas that will spur novel research directions and foster multidisciplinary collaboration among different specialists.

Smart Cities

This volume is dedicated to Hermann Maurer on his 70th birthday. Topics include Automata, Formal Languages and Computability to various aspects of the Practice of Computer Science, as well as from Algorithmics to Learning.

Urban and Regional Data Management

This volume of original chapters written by experts in the field offers a snapshot of how historical built spaces, past cultural landscapes, and archaeological distributions are currently being explored through computational social science. It focuses on the continuing importance of spatial and spatio-temporal pattern recognition in the archaeological record, considers

more wholly model-based approaches that fix ideas and build theory, and addresses those applications where situated human experience and perception are a core interest. Reflecting the changes in computational technology over the past decade, the authors bring in examples from historic and prehistoric sites in Europe, Asia, and the Americas to demonstrate the variety of applications available to the contemporary researcher.

3D Cadastre

This open access peer-reviewed volume was inspired by the UNESCO UNITWIN Network for Underwater Archaeology International Workshop held at Flinders University, Adelaide, Australia in November 2016. Content is based on, but not limited to, the work presented at the workshop which was dedicated to 3D recording and interpretation for maritime archaeology. The volume consists of contributions from leading international experts as well as up-and-coming early career researchers from around the globe. The content of the book includes recording and analysis of maritime archaeology through emerging technologies, including both practical and theoretical contributions. Topics include photogrammetric recording, laser scanning, marine geophysical 3D survey techniques, virtual reality, 3D modelling and reconstruction, data integration and Geographic Information Systems. The principal incentive for this publication is the ongoing rapid shift in the methodologies of maritime archaeology within recent years and a marked increase in the use of 3D and digital approaches. This convergence of digital technologies such as underwater photography and photogrammetry, 3D sonar, 3D virtual reality, and 3D printing has highlighted a pressing need for these new methodologies to be considered together, both in terms of defining the state-of-the-art and for consideration of future directions. As a scholarly publication, the audience for the book includes students and researchers, as well as professionals working in various aspects of archaeology, heritage management, education, museums, and public policy. It will be of special interest to those working in the field of coastal cultural resource management and underwater archaeology but will also be of broader interest to anyone interested in archaeology and to those in other disciplines who are now engaging with 3D recording and visualization.

The Computer Graphics Manual

This book provides insights into the state of the art of digital cultural heritage using computer graphics, image processing, computer vision, visualization and reconstruction, virtual and augmented reality and serious games. It aims at covering the emergent approaches for digitization and preservation of Cultural Heritage, both in its tangible and intangible facets. Advancements in Digital Cultural Heritage research have been abundant in recent years covering a wide assortment of topics, ranging from visual data acquisition, pre-processing, classification, analysis and synthesis, 3D modelling and reconstruction, semantics and symbolic representation, metadata description, repository and archiving, to new forms of interactive and personalized presentation, visualization and immersive experience provision via advanced computer

graphics, interactive virtual and augmented environments, serious games and digital storytelling. Different aspects pertaining to visual computing with regard to tangible (books, images, paintings, manuscripts, uniforms, maps, artefacts, archaeological sites, monuments) and intangible (e.g. dance and performing arts, folklore, theatrical performances) cultural heritage preservation, documentation, protection and promotion are covered, including rendering and procedural modelling of cultural heritage assets, keyword spotting in old documents, drone mapping and airborne photogrammetry, underwater recording and reconstruction, gamification, visitor engagement, animated storytelling, analysis of choreographic patterns, and many more. The book brings together and targets researchers from the domains of computing, engineering, archaeology and the arts, and aims at underscoring the potential for cross-fertilization and collaboration among these communities.

Local Code

This book presents a new procedural modelling methodology capable of producing traversable buildings constrained by arbitrary convex shapes, based on a pure treemap approach. The authors establish a process to change the format of interior rooms, through wall number modification and offer an adaptation of a “fake-concave” technique to support non-convex building layouts. It will also include:

- A proposal for an extensible building ontology to guide the methodology process and support the generation of other architectural style buildings (e.g. roman houses);
- A presentation of an ontology-based grammar to provide the procedural modelling methodology with production rules;
- Experimental computer managed processes for the stochastic generation of buildings.

Most of the existing solutions regarding building interiors only focus on the generation of floor plans mainly composed of rectangular shapes. Yet there are a wide variety of ancient and contemporary buildings that are composed of shapes other than rectangles, both internally and externally. Ontology-based Procedural Modelling of Traversable Buildings Composed by Arbitrary Shapes will address this by providing the Procedural Modelling field with processes and techniques capable of properly supporting for example, digital preservation of cultural heritage or extensive virtual urban environment productions, specifically ones involving the generation/reconstruction of virtual buildings with such geometric requirements.

Modelling the City

With its unique focus on video game engines, the data-driven architectures of game development and play, this innovative textbook examines the impact of software on everyday life and explores the rise of engine-driven culture. Through a series of case studies, Eric Freedman lays out a clear methodology for studying the game development pipeline, and uses the video game engine as a pathway for media scholars and practitioners to navigate the complex terrain of software practice. Examining several distinct software ecosystems that include the proprietary efforts of Amazon, Apple, Capcom, Epic Games

and Unity Technologies, and the unique ways that game engines are used in non-game industries, Freedman illustrates why engines matter. The studies bind together designers and players, speak to the labors of the game industry, value the work of both global and regional developers, and establish critical connection points between software and society. Freedman has crafted a much-needed entry point for students new to code, and a research resource for scholars and teachers working in media industries, game development and new media.

Computability, Complexity, and Languages

Originally published in 1971 *The Geometry of Environment* is a fusion of art and mathematics introducing stimulating ideas from modern geometry, using illustrations from architecture and design. The revolution in the teaching of mathematics and the advent of the computer in design challenge traditional ways of appreciating the space about us, and expand the 'structural' understanding of our surroundings through such concepts as transformations, symmetry groups, sets and graphs. This book aims to show the relevance of 'new maths' and encourages exploration of the widening intellectual horizons of environmental design and architecture.

The Geometry of Environment

Smart city development has emerged a major issue over the past 5 years. Since the launch of IBM's Smart Planet and CISCO's Smart Cities and Communities programmes, their potential to deliver on global sustainable development targets have captured the public's attention. However, despite this growing interest in the development of smart cities, little has as yet been published that either sets out the state-of-the-art, or which offers a less than subjective, arm's length and dispassionate account of their potential contribution. This book brings together cutting edge research and the findings from technical development projects from leading authorities within the field to capture the transition to smart cities. It explores what is understood about smart cities, playing particular attention on the governance, modelling and analysis of the transition that smart cities seek to represent. In paving the way for such a representation, the book begins to account for the social capital of smart communities and begins the task of modelling their embedded intelligence through an analysis of what the "embedded intelligence of smart cities" contributes to the sustainability of urban development. This innovative book offers an interdisciplinary perspective and shall be of interest to researchers, policy analysts and technical experts involved in and responsible for the planning, development and design of smart cities. It will also be of particular value to final year undergraduate and postgraduate students interested in Geography, Architecture and Planning.

Computational Approaches to Archaeological Spaces

Now available in an affordable softcover edition, this classic in Springer's acclaimed Virtual Laboratory series is the first comprehensive account of the computer simulation of plant development. 150 illustrations, one third of them in colour, vividly demonstrate the spectacular results of the algorithms used to model plant shapes and developmental processes. The latest in computer-generated images allow us to look at plants growing, self-replicating, responding to external factors and even mutating, without becoming entangled in the underlying mathematical formulae involved. The authors place particular emphasis on Lindenmayer systems - a notion conceived by one of the authors, Aristid Lindenmayer, and internationally recognised for its exceptional elegance in modelling biological phenomena. Nonetheless, the two authors take great care to present a survey of alternative methods for plant modelling.

Entertainment Computing -- ICEC 2018

The Persistence of Code in Game Engine Culture

3D Recording and Interpretation for Maritime Archaeology

This volume debuts the new scope of Remote Sensing, which was first defined as the analysis of data collected by sensors that were not in physical contact with the objects under investigation (using cameras, scanners, and radar systems operating from spaceborne or airborne platforms). A wider characterization is now possible: Remote Sensing can be any non-destructive approach to viewing the buried and nominally invisible evidence of past activity. Spaceborne and airborne sensors, now supplemented by laser scanning, are united using ground-based geophysical instruments and undersea remote sensing, as well as other non-invasive techniques such as surface collection or field-walking survey. Now, any method that enables observation of evidence on or beneath the surface of the earth, without impact on the surviving stratigraphy, is legitimately within the realm of Remote Sensing. The new interfaces and senses engaged in Remote Sensing appear throughout the book. On a philosophical level, this is about the landscapes and built environments that reveal history through place and time. It is about new perspectives—the views of history possible with Remote Sensing and fostered in part by immersive, interactive 3D and 4D environments discussed in this volume. These perspectives are both the result and the implementation of technological, cultural, and epistemological advances in record keeping, interpretation, and conceptualization. Methodology presented here builds on the current ease and speed in collecting data sets on the scale of the object, site, locality, and landscape. As this volume shows, many disciplines surrounding archaeology and related cultural studies are currently involved in Remote Sensing, and its relevance will only increase as the methodology expands.

The Maeander Valley

Helps readers to develop their own professional quality computer graphics. Hands-on examples developed in OpenGL illustrate key concepts.

A Framework for Geodesign

This book constitutes the refereed proceedings of the 12th IFIP WG 5.1 International Conference on Product Lifecycle Management, PLM 2015, held in Doha, Qatar, in October 2015. The 79 revised full papers were carefully reviewed and selected from 130 submissions. The papers are organized in the following topical sections: smart products, assessment approaches, PLM maturity, building information modeling (BIM), languages and ontologies, product service systems, future factory, knowledge creation and management, simulation and virtual environments, sustainability and systems improvement, configuration and engineering change, education studies, cyber-physical and smart systems, design and integration issues, and PLM processes and applications.

Architectural Research Methods

"Local Code is a prescription for urban health."-Elizabeth Plater-Zyberk, Architectural Record

Energy, Environment and Green Building Materials

This book presents a broad overview of computer graphics (CG), its history, and the hardware tools it employs. Covering a substantial number of concepts and algorithms, the text describes the techniques, approaches, and algorithms at the core of this field. Emphasis is placed on practical design and implementation, highlighting how graphics software works, and explaining how current CG can generate and display realistic-looking objects. The mathematics is non-rigorous, with the necessary mathematical background introduced in the Appendixes. Features: includes numerous figures, examples and solved exercises; discusses the key 2D and 3D transformations, and the main types of projections; presents an extensive selection of methods, algorithms, and techniques; examines advanced techniques in CG, including the nature and properties of light and color, graphics standards and file formats, and fractals; explores the principles of image compression; describes the important input/output graphics devices.

Rainbow of Computer Science

First published in 1994. Routledge is an imprint of Taylor & Francis, an informa company.

The Design of Material, Organism, and Minds

The 2014 International Conference on Energy, Environment and Green Building Materials (EEGBM2014) was held November 28-30, 2014, in Guilin, Guangxi. EEGBM2014 provided a valuable opportunity for researchers, scholars and scientists to exchange their new ideas and application experiences face to face together, to establish business or research relat

Digital Processes

This book deals with a wide range of techniques used in the urban design process. It then goes on to relate these techniques to a unique, comprehensive account of method. A method of urban design is developed which has sustainability and environmental protection at the centre of its philosophy. Previously, literature regarding the urban design method has been almost totally neglected; this book introduces the topic to the reader. This revised Second Edition encompasses the latest techniques including the development of geographic information systems and financial techniques which help evaluate projects. A number of techniques are illustrated by example or case study. Where techniques are discussed they are located within the structure of the design process. The book develops a logical framework for a process, which includes problem definition, survey, analysis, concept generation, evaluation and implementation. It is this framework which leads toward the development of an urban design method. This book is a practical guide for students or professionals in the early part of their careers. It is organized so that each chapter provides guidance which readers would have otherwise had to discover for themselves, often with some difficulty.

Product Lifecycle Management in the Era of Internet of Things

Drawing on the expertise of leading researchers from around the globe, this pioneering collection of essays explores how geospatial technologies are revolutionizing the discipline of literary studies. The book offers the first intensive examination of digital literary cartography, a field whose recent and rapid development has yet to be coherently analysed. This collection not only provides an authoritative account of the current state of the field, but also informs a new generation of digital humanities scholars about the critical and creative potentials of digital literary mapping. The book showcases the work of exemplary literary mapping projects and provides the reader with an overview of the tools, techniques and methods those projects employ.

Pictorial and Formal Aspects of Shape and Shape Grammars

Thesis (Ph.D.)--Delft University of Technology, 2004.

Principles of Roman Architecture

CityMaker presents a method and a set of tools to generate alternative solutions for an urban context. The method proposes the use of a combined set of design patterns encoding typical design moves used by urban designers. The combination of patterns generates different layouts which can be adjusted by manipulating several parameters in relation to updated urban indicators. The patterns were developed from observation of typical urban design procedures, first encoded as discursive grammars and later translated into parametric design patterns. The CityMaker method and tools allows the designer to compose a design solution from a set of programmatic premises and fine-tune it by pulling parameters whilst checking the changes in urban indicators. These tools improve the designer's awareness of the consequences of their design moves.

CORP 2012 - Proceedings/Tagungsband

A Framework for Geodesign: Changing Geography by Design, published by Esri Press, details the procedures that pioneer landscape architect and planner Carl Steinitz developed for the implementation of geodesign in the planning process. Geodesign is a methodology that provides a design framework and supporting technology to leverage geographic information, resulting in designs that more closely follow natural systems. Describing A Framework for Geodesign, author Steinitz says, "This book should be seen as a discussion with examples, intended to illustrate the issues and choices involved in the organization and management of large and complex geodesign studies and projects." Steinitz' framework is shaped by a set of six key questions he developed while analyzing and refining the geodesign process: How should the study area be described?; How does the study area function?; Is the current study area working well?; How might the study area be altered?; What difference might the changes cause?; How should the study area be changed?

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