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Mava Math Nelson Thornes
Considerably easier to use than other 3D software, Google SketchUp has found a niche in architecture, landscaping, real estate development, furniture building, and other design professions The fun and friendly approach assumes no previous 3D modeling experience and explains the basic concepts involved in 3D modeling Shows readers how to build a 3D model, print it, share it, export it to another professional design package, export it to Google Earth, and create a 3D animated tour Helps readers harness the power of Google SketchUp so that they can populate Google Earth with 3D buildings, monuments, and other sculptures
Graph Drawing and Network Visualization Springer
This book constitutes the refereed proceedings of the 26th International Symposium on Graph Drawing and Network Visualization, GD 2018, held in Barcelona, Spain, in September 2018. The 41 full papers presented in this volume were carefully reviewed and selected from 85 submissions. They were organized in topical sections named: planarity variants; upward drawings; RAC drawings; orders; crossings; crossing angles; contact representations; specialized graphs and trees; partially fixed drawings, experiments; orthogonal drawings; realizability; and miscellaneous. The book also contains one invited talk in full paper length and the Graph Drawing contest report.
Professional Silverlight 2 for ASP.NET Developers Cambridge University Press
These resources provide invaluable support within the Key Maths series for all mathematics teachers, whether specialists or non-specialist, experienced or new to the profession.
Computer Software for Spatial Data Handling CRC Press
Interactive Notebooks: Math for grade 6 is a fun way to teach and reinforce effective note taking for students. Students become a part of the learning process with activities about absolute value, ratios, evaluating expressions, one-variable equations and inequalities, surface area, and more! This book is an essential resource that will guide you through setting up, creating, and maintaining interactive notebooks for skill retention in the classroom. High-interest and hands-on, interactive notebooks effectively engage students in learning new concepts. Students are encouraged to personalize interactive notebooks to fit their specific learning needs by creating fun, colorful pages for each topic. With this note-taking process, students will learn organization, color coding, summarizing, and other important skills while creating personalized portfolios of their individual learning that they can reference throughout the year. Spanning grades kindergarten to grade 8, the Interactive Notebooks series focuses on grade-specific math, language arts, or science skills. Aligned to meet current state standards, every 96-page book in this series offers lesson plans to keep the process focused. Reproducibles are included to create notebook pages on a variety of topics, making this series a fun, one-of-a-kind learning experience.
Handbook of Virtual Environments Heinemann
Grounded in contemporary, evidence-based research, the second edition of Assessment for Teaching provides a comprehensive introduction to assessment and teaching in primary and secondary school settings. Taking a practical approach to assessment and the collaborative use of data in the classroom, this text advances a developmental model of assessment which aims to improve student outcomes through targeted teaching interventions. Thoroughly revised and updated to include the latest research, this edition features expanded content on collaborative teaching, competence assessment, learning and assessment and self-regulated teaching and learning. Each chapter features learning objectives, reflective questions, an extended exercise to link course content with classroom practice, and end-of-chapter rubrics which help readers assess their own understanding and learning. Written by a team of experts from the Assessment Research Centre at the University of Melbourne, Assessment for Teaching is an essential resource for both preservice teachers and inservice teachers.
Entertainment Computing - ICEC 2007 Pascal Press
This learning contract lesson allows learners to work at their own paces in a flexible learning environment. Written specifically for mathematics teachers, this lesson helps facilitate the understanding and process of writing learning contracts.
Differentiation Strategies for Mathematics Carson-Dellosa Publishing
Conference proceedings - International Academic Conference on Engineering, Internet and Technology in Prague 2014 (IAC-EIaT 2014 in Prague), Friday - Saturday, December 12 - 13, 2014
Computer Graphics Through OpenGL ® Elsevier
This book teaches introductory computer programming using Maple, offering more mathematically oriented exercises and problems than those found in traditional programming courses, while reinforcing and applying concepts and techniques of calculus. Includes case studies.
19th International Symposium, GD 2011, Eindhoven, The Netherlands, September 21-23, 2011, Revised Selected Papers CRC Press
SAT Attack Maths is the perfect 10-week revision programme for both independent and whole-class maths teaching.
Graph Drawing and Network Visualization Teacher Created Materials
Partial differential equations (PDEs) describe technological phenomena and processes used for the analysis, design, and modeling of technical products. Solutions of spatial and transient PDEs are realized by using the PDE Toolbox included in the MATLAB ® software. MATLAB ® is introduced here as an essential foundation for PDE, and the Modeler of the PDE Toolbox, with appropriate explanatory solutions, is applied to engineering problems in mechanics, heat/mass transfer, tribology, materials science, physics, and biotechnology. The appendixes contain collections of commands and functions used to solve actual engineering problems. FEATURES Includes the PDE Modeler interface with example solutions of two- and three-dimensional PDEs Presents methodologies for all types of PDEs as representative of any engineering problem Describes the ordinate differential equation (ODE) solver for initial value and boundary value problems (IVP and BVP) through practical examples from mechanics and the thermodynamic properties of materials Covers the basics of MATLAB ® to solve both ODEs and PDEs Reviews spatially the one-dimensional PDE solver with actual engineering examples PDE Toolbox Primer for Engineering Applications with MATLAB ® Basics is aimed at scientists, students, professionals, practitioners, self-taught readers, and researchers who need concise and clear information to study and apply MATLAB ® software and the PDE Toolbox in engineering.
Guidebook on Molecular Modeling in Drug Design Springer
This book constitutes the proceedings of the 23rd International Symposium on Graph Drawing and Network Visualization, GD 2015, held in Los Angeles, Ca, USA, in September 2015. The 35 full papers presented together with 7 short papers and 8 posters in this volume were carefully reviewed and selected from 77 submissions. Graph Drawing is concerned with the geometric representation of graphs and constitutes the algorithmic core of Network Visualization. Graph Drawing and Network Visualization are motivated by applications where it is crucial to visually analyze and interact with relational datasets. Examples of such application areas include social sciences, Internet and Web computing, information systems, computational biology, networking, VLSI circuit design, and software engineering. This year the Steering Committee of GD decided to extend the name of the conference from the "International Symposium on Graph Drawing" to the "International Symposium on Graph Drawing and Network Visualization" in order to better emphasize the dual focus of the conference on combinatorial and algorithmic aspects as well as the design of network visualization systems and interfaces.
PDE Toolbox Primer for Engineering Applications with MATLAB ® Basics AuthorHouse
This book constitutes the refereed proceedings of the 27th International Symposium on Graph Drawing and Network Visualization, GD 2019, held in Prague, Czech Republic, in September 2019. The 42 papers and 12 posters presented in this volume were carefully reviewed and selected from 113 submissions. They were organized into the following topical sections: Cartograms and Intersection Graphs, Geometric Graph Theory, Clustering, Quality Metrics, Arrangements, A Low Number of Crossings, Best Paper in Track 1, Morphing and Planarity, Parameterized Complexity, Collinearities, Topological Graph Theory, Best Paper in Track 2, Level Planarity, Graph Drawing Contest Report, and Poster Abstracts.
An Introduction to Programming Using Maple ® American Mathematical Soc.
COMPREHENSIVE COVERAGE OF SHADERS AND THE PROGRAMMABLE PIPELINE From geometric primitives to animation to 3D modeling to lighting, shading and texturing, Computer Graphics Through OpenGL ® : From Theory to Experiments is a comprehensive introduction to computer graphics which uses an active learning style to teach key concepts. Equally emphasizing theory and practice, the book provides an understanding not only of the principles of 3D computer graphics, but also the use of the OpenGL ® Application Programming Interface (API) to code 3D scenes and animation, including games and movies. The undergraduate core of the book takes the student from zero knowledge of computer graphics to a mastery of the fundamental concepts with the ability to code applications using fourth-generation OpenGL ® . The remaining chapters explore more advanced topics, including the structure of curves and surfaces, applications of projective spaces and transformations and the implementation of graphics pipelines. This book can be used for introductory undergraduate computer graphics courses over one to two semesters. The careful exposition style attempting to explain each concept in the simplest terms possible should appeal to the self-study student as well. Features · Covers the foundations of 3D computer graphics, including animation, visual techniques and 3D modeling · Comprehensive coverage of OpenGL ® 4.x, including the GLSL and vertex, fragment, tessellation and geometry shaders · Includes 180 programs with 270 experiments based on them · Contains 750 exercises, 110 worked examples, and 700 four-color illustrations · Requires no previous knowledge of computer graphics · Balances theory with programming practice using a hands-on interactive approach to explain the underlying concepts
Blake Education
Bring learning mathematical skills into a whole new light for students in 6th grade! This book provides fun and unique skill-based games that encourage whole-group, whole-class, small-group, and partner interaction and collaboration. These activities will reinforce students' knowledge of mathematical skills while keeping learners motivated and engaged. Promote a fun learning environment for students to achieve mathematical success!
From Theory to Experiments Springer Nature
When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap
10th Annual International Conference, COCOON 2004, Jeju Island, Korea, August 17-20, 2004, Proceedings Heinemann
The magnum opus of one of the world ' s leading origami artists, the second edition of Origami Design Secrets reveals the underlying concepts of origami and how to create original origami designs. Containing step-by-step instructions for 26 models, this book is not just an origami cookbook or list of instructions—it introduces the fundamental building blocks of origami, building up to advanced methods such as

the combination of uniaxial bases, the circle/river method, and tree theory. With corrections and improved illustrations, this new expanded edition also covers uniaxial box pleating, introduces the new design technique of hex pleating, and describes methods of generalizing polygon packing to arbitrary angles. With coverage spanning the foundations of origami construction and advanced methods using both paper and pencil and custom-built free software, Origami Design Secrets helps readers cultivate the intuition and skills necessary to develop their own designs. It takes them beyond merely following a recipe to crafting a work of art.

Six Simple Twists CRC Press

This book constitutes the refereed proceedings of the 17th International Symposium on Algorithms and Computation, ISAAC 2006, held in Kolkata, India, December 2006. The 73 revised full papers cover algorithms and data structures, online algorithms, approximation algorithm, computational geometry, computational complexity, optimization and biology, combinatorial optimization and quantum computing, as well as distributed computing and cryptography.

The Pleat Pattern Approach to Origami Tessellation Design Springer

Thepapersinthisvolumewereselectedforpresentationatthe10thInternational Computing and Combinatorics Conference (COCOON 2004), held on August 17 – 20, 2004 in Jeju Island, Korea. Previous meetings were held in Xi ' an (1995), HongKong(1996),Shanghai(1997),Taipei(1998),Tokyo(1999),Sydney(2000), Guilin (2001), Singapore (2002), and Big Sky (2003). In response to the call for papers, 109 extended abstracts were submitted from 23 countries, of which 46 were accepted. The submitted papers were from Belgium (1), Canada (5), China (6), France (1), Germany (6), Hong Kong (8), India (6), Iran (1), Ireland (1), Israel (4), Italy (2), Japan (17), Korea (23), Mexico (3), New Zealand (1), Poland(1), Russia (1), Singapore (5), Sweden (2), Switzerland (3), Taiwan (2), the UK (1), and the USA (9). Each paper was evaluated by at least three program committee members, with the assistance of referees, as indicated by the referee list found in these proceedings. There were many more acceptable papers than there was space available in the conference schedule, and the program committee ' s task was extremely di?cult. In addition to selected papers, the conference also included threeinvitedpresentationsbyLarsArge,JeongHanKim,andKokichiSugihara. We thank all program committee members and their referees for their - cellent work, especially given the demanding time constraints; they gave the conference its distinctive character. We thank all who submitted papers for c- sideration: they all contributed to the high quality of the conference. Finally,wethankallthepeoplewhoworkedhardtoputinplacethelogistical arrangements of the conference — our colleagues and our graduate students. It is their hard work that made the conference possible and enjoyable.

Algorithms and Computation Teacher Created Materials

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will are appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

Google SketchUp For Dummies CRC Press

News about this title: — Author Marty Weissman has been awarded a Guggenheim Fellowship for 2020. (Learn more here.) — Selected as a 2018 CHOICE Outstanding Academic Title — 2018 PROSE Awards Honorable Mention An Illustrated Theory of Numbers gives a comprehensive introduction to number theory, with complete proofs, worked examples, and exercises. Its exposition reflects the most recent scholarship in mathematics and its history. Almost 500 sharp illustrations accompany elegant proofs, from prime decomposition through quadratic reciprocity. Geometric and dynamical arguments provide new insights, and allow for a rigorous approach with less algebraic manipulation. The final chapters contain an extended treatment of binary quadratic forms, using Conway's topograph to solve quadratic Diophantine equations (e.g., Pell's equation) and to study reduction and the finiteness of class numbers. Data visualizations introduce the reader to open questions and cutting-edge results in analytic number theory such as the Riemann hypothesis, boundedness of prime gaps, and the class number 1 problem. Accompanying each chapter, historical notes curate primary sources and secondary scholarship to trace the development of number theory within and outside the Western tradition. Requiring only high school algebra and geometry, this text is recommended for a first course in elementary number theory. It is also suitable for mathematicians seeking a fresh perspective on an ancient subject.