

Image Resolution For Ipad 3

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iOS Application Development with OpenCV 3

Packt Publishing Ltd

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes

App Store. *** NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).

Swift for Programmers Springer

Intelligent systems have been initiated with the attempt to imitate the human brain. People wish to let machines perform intelligent works. Many techniques of intelligent systems are based on artificial intelligence. According to changing and novel requirements, the advanced intelligent systems cover a wide spectrum: big data processing, intelligent control, advanced robotics, artificial intelligence and machine learning. This book focuses on coordinating intelligent systems with highly integrated and foundationally functional components. The book consists of 19 contributions that features social network-based recommender systems, application of fuzzy enforcement, energy visualization, ultrasonic muscular thickness measurement, regional analysis and predictive modeling, analysis of 3D polygon data, blood pressure estimation system, fuzzy human model, fuzzy ultrasonic imaging method, ultrasonic mobile smart technology, pseudo-normal image synthesis, subspace classifier, mobile object tracking, standing-up motion guidance system, recognition structure, multi-CAM and multi-viewer, robust Gaussian Kernel, multi human movement trajectory extraction and fashion coordination. This edition is published in original, peer reviewed contributions covering from initial design to final prototypes and authorization.

New Riders

Do you want to build web pages, but have no previous experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the Web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multi-

column pages that adapt for mobile devices. Learn how to use the latest techniques, best practices, and current web standards—including HTML5 and CSS3. Each chapter provides exercises to help you to learn various techniques, and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels, whether you're a beginner or brushing up on existing skills. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn about the new HTML5 elements, APIs, and CSS3 properties that are changing what you can do with web pages Make your pages display well on mobile devices by creating a responsive web design Learn how JavaScript works—and why the language is so important in web design Create and optimize web graphics so they'll download as quickly as possible

Oral and Maxillofacial Radiology CRC Press

Lively and engaging, How to Launch a Magazine in this Digital Age adopts a practical guide students or inexperienced editors to the process of setting up and launching a new publication -- be it digital, print or a combination of both. Using case studies, theoretical/critical insights, and tests/exercises, this is the first how-to to embrace digital technologies, including a companion website with additional support with podcasts, web links, forums and timed live author chats. The key to the text's success is its ability to encompass the complete process. It begins with the initial idea and follows the process through to developing a business plan as well as setting an editorial strategy to achieve and maintain an audience in a digital age -- where traditional print

formats face an uncertain future. It includes checklists and realistic timescales for producing a digital/print magazine, for both the working professional and the student in the classroom setting.

iPad and iPhone Tips and Tricks Pearson Education

Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store!

Beginning iOS 6 Games Development John Wiley & Sons

With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with: *InDesign Animation *Buttons, forms, and other interactive elements *Interactive PDFs *EPUB *App building with DPS *The fundamentals of HTML, CSS, and GREP *A treasure trove of tips and techniques that will forever transform your work with InDesign.

Learning Swift Apress

Whether you are a passionate gamer, like developing, or are just curious about game development, this book is for you. The book has been written to teach 2D game development to app developers and to teach Objective-C to game developers, as learning Cocos2d is the perfect step for both roles.

iPad and iPad Pro For Dummies Cengage Learning

Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities

and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision.

IPad and iPhone Digital Photography Tips and Tricks Springer Nature

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

Learning IOS Development John Wiley & Sons

Jonathan B. Levine DMD presents a new volume designed to introduce practitioners to aesthetic dentistry with the goal of safely expanding his or her current scope of ethical dental practice. Richly illustrated in full colour throughout, this beautiful yet practical volume introduces the subject of smile design to the reader with topics ranging from aligners and veneers to space management. Smile Design Integrating Aesthetics and Function will be suitable for dental practitioners worldwide. Experts of international renown present the latest scientifically authoritative and evidenced-based information, amply supported by a high-quality line artwork and photographic illustration Describes in detail assessment techniques for smile design, the use of trial procedures and the use of photography, aligners, and ceramic veneers. Highlights the way in which high quality esthetics can be achieved with a range of techniques. Emphasizes the importance of effective communication between the dentist, the oral healthcare team and the patient to ensure the patient's and team's expectations are appreciated, managed and met Designed to challenge traditional thinking, advance knowledge and expand the clinical approach to a growing discipline Offers a highly visual, practical approach in a unique series format Aims to strengthen, enhance and expand the scope of aesthetic professional practice Essentials in Esthetic Dentistry - a beautiful new book series from Elsevier - is under the editorial leadership of Professor Brian J. Millar, BDS, FDSRCS, PhD, FHEA,

Consultant in Restorative Dentistry, Professor of Blended Learning in Dentistry, King's College London Dental Institute, London, UK. Each volume in the series is edited by the highest-profile practitioners and specialists from the USA and Europe and has guest contributors from throughout the world. The series aims to provide both a basic and advanced body of knowledge of the many and varied procedures used in esthetic dentistry that are considered by many to be paramount to successful modern-day clinical practice. The series includes a broad range on invasive and non-invasive procedures to suit individual philosophies and international trends.

Learn cocos2d 2 John Wiley & Sons

The most complete, powerful iPad learning product! Text, video and audio in one tightly-integrated, hands-on learning experience. Covers both the iPad 2 and the original iPad Also includes coverage of iOS 5! Includes 3+ hours of video and audio tutorials at no extra cost! The media is available online via Safari.com and on the DVD bundled with the book! More than 300 pages of straightforward, task-driven coverage that will help you get the most from your new iPad! Written in plain English for real people. Skip past the hype and learn exactly what the iPad will do and how to do it! Using the iPad is the world's most complete, useful, media-rich learning experience for Apple's hot new iPad the only product of its kind! It begins with a concise, friendly, straight-to-the-point 300-page iPad guidebook - starting with an easy introduction to the iPad interface, proceeding through the most common activities in the order you are likely to need them, and ending with powerful techniques most iPad users don't know. This easy-to-use text is fully integrated with extensive online learning resources: online video, screencasts, podcasts, and additional web content. It's all designed to run superbly well on the iPad, so you can learn to perform key tasks exactly when you need to know how! Using the iPad covers the iPad 2 as well as the original iPad. It also covers iOS 5, which is the latest version of Apple's iOS operating system. This book covers all this, and more: getting started fast, syncing with computers, web surfing, typing, note taking, email, contacts, appointments, events, maps, photos, videos, music, Apps, books, business productivity, games, customization, and much more. Available in multiple formats, each including an entirely digital version with book text, video, and audio viewable online - on the iPad, the web, and many other devices! The printed book is also bundled with a DVD containing all of the same video available online.

Learning IOS Programming "O'Reilly Media, Inc."

This book highlights recent research advances on biometrics using new methods such as deep learning, nonlinear graph embedding, fuzzy approaches, and ensemble learning. Included are special biometric technologies related to privacy and security issues, such as cancellable biometrics and soft biometrics. The book also focuses on several emerging topics such as big data issues, internet of things, medical biometrics, healthcare, and robot-human interactions. The authors show how these new applications have triggered a number of

new biometric approaches. They show, as an example, how fuzzy extractor has become a useful tool for key generation in biometric banking, and vein/heart rates from medical records can also be used to identify patients. The contributors cover the topics, their methods, and their applications in depth.

Advanced Intelligent Systems "O'Reilly Media, Inc."

This book contains papers presented in the 3rd International Conference on Separation Technology 2020 (ICoST 2020) held from 15 to 16th August 2020 at Johor, Malaysia. This proceeding contains papers presented by academics and industrial practitioners showcasing the latest advancements and findings in field of separation technology. The papers are categorized under the following tracks and topics of research: Environment Engineering Biotechnology Absorption and Adsorption Technology Wastewater Treatment ICoST 2020 covers multidisciplinary perspectives on separation research and aims to promote scientific information interchange between academics, researchers, graduates and industry professionals worldwide. This conference provides opportunities for the delegates to exchange new ideas and application experiences face to face, to establish business or research relations and to find global partners for future collaboration.

Processing John Wiley & Sons

Provides information on turning an idea into an iPhone or iPad game, covering such topics as Xcode, graphics, game physics, sound, player menus, and the App store.

Smile Design Integrating Esthetics and Function Elsevier Health Sciences Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

Using iPad 2 (covers iOS 5) Apress

The six volume set LNCS 11361-11366 constitutes the proceedings of the 14th Asian Conference on Computer Vision,

ACCV 2018, held in Perth, Australia, in December 2018. The total of 274 contributions was carefully reviewed and selected from 979 submissions during two rounds of reviewing and improvement. The papers focus on motion and tracking, segmentation and grouping, image-based modeling, deep learning, object recognition object recognition, object detection and categorization, vision and language, video analysis and event recognition, face and gesture analysis, statistical methods and learning, performance evaluation, medical image analysis, document analysis, optimization methods, RGBD and depth camera processing, robotic vision, applications of computer vision.

iOS 8 Programming Fundamentals with Swift John Wiley & Sons

Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you 've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing 2.0 language release and also start making beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects.

Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance. Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.

Computer Vision – ACCV 2018 "O'Reilly Media, Inc."

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Programming IOS 4 John Wiley & Sons

Easily Unlock the Power of Your iPad or iPhone Running iOS 11 Discover hundreds of tips and tricks you can use right away with your iPad Pro, iPad Air, iPad mini, or iPhone (including the iPhone 8, iPhone 8 Plus, or iPhone X), to maximize its functionality with the all-new iOS 11 operating system. Learn how to use your smartphone and/or tablet as a powerful communications, organization, and productivity tool, as well as a feature-packed entertainment device. Here 's just a sampling of what the tips, tricks, and strategies offered in this book will help you accomplish: · Use the new Files app on your iPhone or iPad to manage cloud-based files · Take, edit, and share professional-quality photos using the Camera and Photos apps · Navigate around your mobile device using the redesigned Dock, App Switcher, and Control Center · Multitask like a pro when using an iPad Pro, plus learn tricks for using the optional Apple Pencil and Smart Keyboard · Discover how to use unique features of the iPhone X · Make your web surfing, online shopping, or online banking activities more secure using the Safari web browser and/or Apple Pay · Take full advantage of streaming, downloadable, or on-demand TV shows, movies, music, audiobooks, eBooks, podcasts, and other entertainment · Use your iPhone or iPad to control " smart " devices in your home, like light bulbs, door locks, appliances, and/or the thermostat · Easily navigate the world around you using the updated Maps app · Access up-to-the-minute and highly personalized news and information via the News app · Take full advantage of Siri, iCloud, and other Apple services · Organize and manage your life using the iOS 11 editions of popular apps, including Contacts, Calendar, Notes, Music, TV, eBooks, Maps, and Reminders · Effectively manage your emails and text messages using the Mail and Messages apps · Find, download, and install the best apps

iPad Application Development For Dummies Apress

Describes how to use Xcode tools, the Objective-C programming language, and the core frameworks to build several sample applications.