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Maurya is the author of
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Maurya — yycdn.truyenyy.com~~
Rajesh K. Maurya is
assistant professor,
Department of Information
Technology, Usha Pravin
Gandhi College of

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Management, Mumbai. He has rich experience in teaching the subject at various colleges affiliated to the University of Mumbai. His areas of active research include Image Processing, Intelligent Systems and

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Virtual Reality System, 3ed~~
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maurya, demographics and the
stock market crash of 2018
and beyond: baby boomer

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retirement and how to
survive the stock market
crash and the coming
economic depression (wds:
world demographics series),
mechanical engineering
drawing g scheme sample
paper, Page 5/9 [Books]

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Selected Works

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Market_Desc: Mumbai
UniversityBE (Sem V),
(Course: Computer Graphics
with Virtual Reality
Systems) B.Sc. (2nd year),
(Course: Computer

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Science)UPTUTCS-501 (Course:
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Computer Graphics and Visualization) Special Features: · Presents well-organized topics from elementary display systems to the most advanced animation. · Explains the topics with their

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theoretical, mathematical
and programming
perspectives. · Discusses
topics such as scan
conversion, 2D and 3D
transformation, viewing and
clipping, curve design and
surface generation, and

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CD)ü 52 programming
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Accompanying CD containsü 20
sample programs in C/C++ (on
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Abbreviationsü Bibliography
About The Book: Computer

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Graphics is a comprehensive book for undergraduate students of computer science and information technology. The book is also useful to students, professionals and practitioners interested in object design,

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transformation,
visualization, image
analysis and modeling of
real world. The topics in
the book have been
supplemented with adequate
solved examples. Review
questions and MCQs presented

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at the end of each chapter would help students sharpen their concepts. Topics on animation have been included along with the core graphics topics that are very relevant in modern visualization and animation

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industry. The companion CD contains Sample Programs in C/C++ to better understand the topic and Programming Exercises for skill assessment.

Special Features: "

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Discusses virtual reality in
three dedicated chapters"
Explains the topics with
their theoretical,
mathematical and programming
perspectives" Presents
topics form elementary
display systems to the most

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advanced animation and
virtual reality systems "
Matches with the engineering
syllabus of Mumbai
University Includes over: §
262 neatly-drawn
illustrations and figures§
44 solved examples § 255

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review questions § 70
multiple-choice questions
and their solutions § 57
programming exercises as an
appendix § 40 programming
practice About The Book:
Computer Graphics with
Virtual Reality Systems is a

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comprehensive book for undergraduate engineering students of computer science and information technology. The book is a must-have for students, professionals and practitioners interested in object design,

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transformation,
visualization and modeling
of real world. Besides, the
book is also useful to
students of diploma courses
and vocational courses at
open universities, distance
education universities in

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graphics and animation.
Scholars and practitioners,
studying computer graphics,
image analysis and
multimedia courses, can also
find the book very helpful.

Similar to the way in which

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computer vision and computer graphics act as the dual fields that connect image processing in modern computer science, the field of image processing can be considered a crucial middle road between the vision and

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graphics fields. Research
Developments in Computer
Vision and Image Processing:
Methodologies and
Applications brings together
various research
methodologies and trends in
emerging areas of

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application of computer vision and image processing. This book is useful for students, researchers, scientists, and engineers interested in the research developments of this rapidly growing field.

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As an introduction to the basics of computer graphics, the approach here focusses on the four main concepts: modeling, rendering, animation, and image manipulation. The authors

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provide a "learning-by-doing" environment, comprising plenty of hands-on exercises and software. The graphics library provided with the book helps simplify the programming required of readers whilst

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providing a robust platform
for experimentation.

Exercises at the end of each
chapter illustrate the
principles covered.

This text not only covers
all topics required for a

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fundamental course in computer graphics but also emphasizes a programming-oriented approach to computer graphics. The book helps the students in understanding the basic principles for design of

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graphics and in developing skills in both two- and three-dimensional computer graphics systems. Written in an accessible style, the presentation of the text is methodical, systematic and gently paced, covering a

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range of essential and conceivable aspects of computer graphics, which will give students a solid background to generate applications for their future work. The book, divided into 11 chapters,

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begins with a general introduction to the subject and ends with explaining some of the exciting graphics techniques such as animation, morphing, digital image processing, fractals and ray tracing. Along the

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way, all the concepts up to two-dimensional graphics are explained through programs developed in C. This book is intended to be a course text for the B.Tech/M.Tech students of Computer Science and Engineering, the B.Tech

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students of Information
Technology and the M.Sc.
students pursuing courses in
Computer Science,
Information Science and
Information Technology, as
well as the students of BCA
and MCA courses. Key

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Features : Fundamentals are discussed in detail to help the students understand all the needed theory and the principles of computer graphics. Extensive use of figures to convey even the simplest concepts. Chapter-

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end exercises include
conceptual questions and
programming problems.

Market_Desc: · General
Readers· Students pertaining
to B.E., MCA, PGDCA, and MSc
degree courses of most

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Indian universities and
training institute offering
OOPS & C++ · C++
professionals Special
Features: · Covers the
complete syllabus of various
universities offering course
on object oriented

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programming methodologies.
Concepts are well
illustrated through examples
and tested programs.
Multiple choice questions
are included at the end of
each chapter. Model question
papers are also included.

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Theoretical part is supported with C++ implementation. The attached CD contains numerous tested and debugged programs. Strong emphasis is given on implementation and examples throughout the book About

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The Book: This book offers solid, effective and easy to understand approach to the study of fundamental Object Oriented Programming. The book is a boon for general readers, C++ Professionals, and students from both

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graduate and postgraduate
courses in computer
engineering, who are
inquisitive to explore each
and every aspect of OOPS and
C++. It renders expansive
information about a wide
array of topics like C++,

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arrays, structures, unions,
bit fields, functions,
pointers, template,
exception handling, file
handling and graphics with
numerous examples. The text
comprises fourteen chapters
and each chapter is further

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divided into modules of major topics. Each module has a uniform structured presentation starting with learning objective, declaration, implementation, example programs, operations, and types,

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summary, multiple choice
sections, programming
assignments, review
questions followed by the
solution of the programming
assignments.

Pain has been there since

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man has existed and whatever the method or technique of its relief, if successful will always lead to a special place in the heart of the person receiving it and also to the person delivering it. "Pain in

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Perspective" takes us into a journey of how it all began and then leads us to understand the various concepts of pain relief today. From musculoskeletal pain to complex shoulder pain and from neurological

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examination to charting out pain, this book describes new ideas and latest descriptions of pain concepts and their treatment.

This book presents a

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selection of revised and extended versions of the best papers from the First International Conference on Social Networking and Computational Intelligence (SCI-2018), held in Bhopal, India, from October 5 to 6,

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2018. It discusses recent advances in scientific developments and applications in these areas.

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Technological innovations have become the impetus for

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continuous developments in medical research. With the assistance of new technologies, effective drug delivery techniques have been improved for optimal patient care. Recent Advances in Drug Delivery

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in pharmaceutical science,
this book is ideally
designed for medical
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students, scientists, and
researchers.

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