

# ELSEVIER

## NEW RELEASE



*The definitive reference that bridges engineering and computing methods to build human-centric ambient intelligent systems*

## Human-Centric Interfaces for Ambient Intelligence

**Hamid Aghajan**

Stanford University, USA

**Juan Carlos Augusto**

University of Ulster, UK

**Ramon Lopez-Cozar Delgado**

University of Granada, Spain

### KEY FEATURES:

- The first book to integrate the engineering and computing methods that are essential for designing and implementing highly effective ambient intelligent systems
- Edited and contributed by the world's leading experts from academia and industry
- Gives a complete overview of the key areas contributing to human-centric ambient intelligent systems, including principles, paradigms and applications

### DESCRIPTION:

Ambient intelligence (Aml) refers to electronic environments that are sensitive and responsive to the presence of people. In an ambient intelligence world, devices work in concert to support people carrying out their everyday life activities in an easy, natural way using information and intelligence that is hidden in the network connecting these devices. As well as consumer applications, the technology is being used for health monitoring systems. This is the first book to bridge signal processing and intelligent reasoning methods for the creation of human-centered ambient intelligent systems. Interdisciplinary in nature, the book covers topics such as multi-modal interfaces, human-computer interaction, smart environment and pervasive computing, addressing principles, paradigms, methods and applications.

### RELATED TITLES:

- Theodoridis: Pattern Recognition, 3e, Feb 2006, 856pp, \$79.95/ £39.99 ISBN: 9780123695314
- Mallat: A Wavelet Tour of Signal Processing, 2e, 1999, 636pp, \$77.95/£47.99 ISBN: 978012466061
- Weber, Rabaey and Aarts: Ambient Intelligence, 2005, 374 pages, Springer, \$159 ISBN 3540238670

**ISBN:** 978-0-12-374708-2

**PUB DATE:** October 2009

**LIST PRICE:** \$130.00

**DISCOUNT:** Agency

**FORMAT:** Hardback

**AUDIENCE:** Signal, image and video processing university (applied) researchers, R&D engineers; computer engineers working in computer vision and human-centric design

### SHELVING CLASSIFICATIONS:

COMPUTERS / Data Processing / General, TECHNOLOGY / Telecommunications, TECHNOLOGY / Engineering / Electrical

**BISAC CODES:** COM018000, TEC041000, TEC009030

**MARKETING:** Cluster brochure, trade shows and conferences, online display ads, Book of the Month and 2x-Email blast to in-house subscribers., e-newsletters, and web feature

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RP/02/Bur - May 2009 Package

## Aghajan: Human-Centric Interfaces for Ambient Intelligence (978-0-12-374708-2)

### **TABLE OF CONTENTS:**

Preface; Face to face collaborative interfaces; Computer vision interfaces for interactive art; Ubiquitous gaze: Using gaze at the interface; Exploiting natural language generation in scene interpretation; The language of action: A new tool for human-centric interfaces; Robust speech recognition under noisy ambient conditions; Speaker recognition in smart environments; Machine learning approaches to spoken language understanding; The role of spoken dialogue in user-environment interaction; Speech synthesis in ambient intelligence environments; Tangible interfaces for ambient augmented reality applications; Physical browsing and selection: Easy interaction with ambient services; Non-symbolic gestural interaction for ambient intelligence; Evaluation of multimodal interfaces for ambient intelligence; New frontiers in machine learning for predictive user modeling; Games and entertainment in ambient intelligence environments; Natural and implicit information seeking cues in responsive technology; Interaction in intelligent environments; Deploying context-aware home health technology; Human-centric challenges; Epilogue: Applications outlook

# ELSEVIER

## KEY TITLE



Morgan  
Kaufmann

*SOA offers solutions to the most intractable business problems faced by every enterprise, but getting the SOA service interface right requires the practical design knowledge this book uniquely delivers.*

## SOA and Web Services Interface Design

*Principles, Techniques, and Standards*

**James Bean**

CEO, Relational Logistics Group, Phoenix, Arizona, U.S.A.

A Volume in the MK/OMG Press Series.

### KEY FEATURES:

- Provides chapters on topics of introductory WSDL syntax and XML Schema syntax, taking the reader through fundamental concepts & into deeper techniques- allowing them to quickly climb the learning curve
- Provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures
- Real-world examples generated using the Altova XML Spy tooling reinforce applicability, allowing you to immediately generate value from their efforts

### DESCRIPTION:

With the introduction of increasingly complex Web services over the last decade, there has been an explosion of interest in service-oriented architecture (SOA), a structural style whose goal is to achieve a coupling of interacting services - functionalities such as filling out an online application for an account, viewing an online bank statement, or placing an online booking or airline ticket order. These services operate through specific interfaces that control and define their operation. However, due to the evolving nature of enterprises, new services and applications must commonly be incorporated into these same interfaces. Such incorporation can be costly and complex if the original interface is inflexible or incompatible with the technology utilized by the new applications.

In his new book, data architecture guru James Bean first provides an overview of critical SOA service design principles and then offers explicit, real-world techniques for ensuring compliance with these principles. Using a focused, tutorial-based approach, the book provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures, thus allowing you to immediately generate value from their efforts.

### RELATED TITLES:

Barry, *Web Services and Service-Oriented Architectures: The Savvy Manager's Guide*, (MK 2003); 245pp, paperback; \$42.95, £25.99, €39.95 (9781558609068); Bookscan = 6620

ISBN: 978-0-12-374891-1

PUB DATE: late October 2009

LIST PRICE: \$59.95

DISCOUNT: Agency

FORMAT: Paperback

PAGES: c. 340

TRIM SIZE: 7.5w x 9.25h "

PRINT RUN: 3300

**AUDIENCE:** Technology practitioners involved in the design and development of SOA services and service interfaces including enterprise and integration architects responsible for defining company information architecture, computer software engineers who research and develop vendor SOA-based applications, and business solutions architects.

### SHELVING CLASSIFICATIONS:

COMPUTERS / Programming Languages / General, COMPUTERS / Internet / World Wide Web, COMPUTERS / Programming / Software Development

**BISAC CODES:** COM051010, COM060080, COM051230

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MH/-/Bur - May 2009 Package

## Bean: SOA and Web Services Interface Design (978-0-12-374891-1)

### **TABLE OF CONTENTS:**

1. SOA - A Common Sense Definition
2. Core SOA Principles
3. Web Services vs. other Types and Styles of Services
4. Data the Missing Link
5. Data Services
6. Transformation to Resolve Data Impedance
7. The Service Interface - the Contract
8. Canonical Message Design
9. The Enterprise Taxonomy
10. XML Schema Basics
11. XML Schema Design Patterns
12. Schema Assembly and Reuse
13. The Interface and Change
14. Service Operations and Overloading
15. Selective Data Fragmentation
16. Update Transactions
17. Fixed Length Transactions and Nulls
18. Document Literal Interfaces
19. Performance Analysis and Optimization Techniques
20. Error Definition and Handling
- A. Appendix

# ELSEVIER

## KEY TITLE



Focal  
Press®

*Add impressive realism to architectural visualizations using 3ds Max, which has an estimated user base of over 400,000 users, and mental ray.*

## Realistic Architectural Visualization with 3ds Max and mental ray, 2e

### Roger Cusson

An active educator for years in the professional and academic architectural. He has worked as a full time professor at Vanier College, and a training manager at Autodesk. He was lead author for 2 Autodesk VIZ books, and was a significant contributor to the 3ds max 8 Essentials book.

### Jamie Cardoso

3d artist who has been producing 3d graphics for professional organizations and companies since 1994. He has been involved in numerous multimillion dollar projects ranging from graphic design work to 3d visualizations. Jamie is currently working as a senior 3d artist/special effects designer for a multinational company called Carillion plc.

### KEY FEATURES:

- Beautiful full-color visualization projects provide step-by-step instruction on valuable techniques and tools
- An official Autodesk Techniques co-branded title written by an authoritative expert on visualization
- Companion website contains all of the tutorial files from the book

### DESCRIPTION:

Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book.

### RELATED TITLES:

Cusson: Realistic Architectural Visualization Using 3ds Max and mental ray (04/07, \$49.95, 9780240809120) US Bookscan: 1,440

van der Steen: Rendering with 3ds Max and mental ray (03/07, \$54.95/ , 9780240808932) Bookscan: 1,453

Autodesk: 3ds Max 9 Essentials (10/06, \$49.95, 9780240809083) US Bookscan: 2,353

ISBN: 978-0-240-81229-8

PREVIOUS EDITION ISBN:  
978-0-240-80912-0

PUB DATE: October 2009

LIST PRICE: \$49.95

DISCOUNT: Trade

FORMAT: Paperback

PAGES: c. 320

TRIM SIZE: 7.75w x 9.75h "

PRINT RUN: 4500

**AUDIENCE:** Architectural illustrators and modelers, architects and students of architecture and architectural visualization

### SHELVING CLASSIFICATIONS:

COMPUTERS / Computer Graphics / General,  
ARCHITECTURE / Design & Drafting

**BISAC CODES:** COM012000,  
ARC004000

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--/01/Bur - May 2009 Package

Cusson: Realistic Architectural Visualization with 3ds Max and mental ray, 2e  
(978-0-240-81229-8)

**TABLE OF CONTENTS:**

Preparing Your Files; Materials in mental ray; Lighting in mental ray; Rendering settings in mental ray; Materials;  
Day Lighting an Interior Space; Artificial Lighting for the Interior Space; Designing Materials For a Reflective  
Glass Building; Creating an Internal Atrium Scene Lit By Daylight; Working with the mental ray Physical Sky  
Shader; Appendices

# ELSEVIER

## NEW RELEASE



Morgan  
Kaufmann

*The most useful coverage of mobile IPv6 and line-by-line code listings for immediate application.*

## Mobile IPv6: Protocols & Implementation

### Qing Li

Senior Architect, Blue Coat Systems, Inc., Sunnyvale, CA, USA

### Tatuya Jinmei

Researcher, Toshiba Corp. and Core Member of the KAME Project, JAPAN

### Keiichi Shima

Researcher, Internet Initiative Japan and Core Member of the KAME Project, JAPAN

### KEY FEATURES:

- Provides a detailed introduction to the IETF Mobile IPv6 standard
- Includes extensive line-by-line code sets with meticulous explanations of their implementation
- Numerous diagrams and illustrations to help in visualizing the implementation

### DESCRIPTION:

Mobile IPv6 has become the key enabling technology for mobile data and multimedia services and devices worldwide (i.e., cellular systems, VoIP handovers over LAN, multi-access network handovers, location privacy, enterprise mobile networking, etc.).

This book covers the IPv6 host mobility protocol known as "mobile IPv6" and begins with a basic description of mobile IPv6 and then details protocol specifications and data structures as well as actual implementation. A sample configuration for a real Mobile IPv6 operation is provided at the end of the book. Source code will be downloadable from a companion website.

### RELATED TITLES:

Blanchet, Migrating to IPv6 in Mobile and Fixed Networks (Wiley 2006)

978047149826

Li, et al., IPv6 Core Protocols Implementation (Oct 06) \$81.95

9780124477513

Li, et al. IPv6 Advanced Protocols Implementation (Apr 07) \$79.95

9780123704795

**ISBN:** 978-0-12-375075-4

**PUB DATE:** August 2009

**LIST PRICE:** \$64.95

**DISCOUNT:** Agency

**FORMAT:** Paperback

**PAGES:** c. 432

**TRIM SIZE:** 7.5w x 9.25h "

**AUDIENCE:** Developers and programmers implementing IPv6 and related protocols in mobile and wireless environments

### SHELVING CLASSIFICATIONS:

COMPUTERS / Networking / Network Protocols, COMPUTERS / Networking / General, COMPUTERS / Internet / General

**BISAC CODES:** COM043040, COM043000, COM060000

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Li: Mobile IPv6: Protocols & Implementation (978-0-12-375075-4)

**TABLE OF CONTENTS:**

1 Introduction

2 Introduction

3 Mobile IPv6 Overview

4 Header Extension

5 Procedure of Mobile IPv6

6 Movement Detection

7 Dynamic Home Agent Address Discovery

8 Mobile Pre- Solicitation/Advertisement

9 Relationship with IPsec

10 Code Introduction

11 Mobile IPv6 Related Structures

12 Macro and Type Definitions

13 Utility Functions

14 Common Mobility Header Processing

15 Home Agent and Correspondent Node

16 Mobile Node

17 Mobile IPv6 Operation

Appendix

# ELSEVIER

## NEW RELEASE

**MK**  
Morgan  
Kaufmann

*Succinct treatment of everything you need know to get up and running with IPv6 socket programming in one affordable volume*

## IPv6 Socket API Extensions: Programmer's Guide

**Qing Li**

Senior Architect, Blue Coat Systems, Inc., Sunnyvale, CA, USA

**Jinmei Tatuya**

Research Scientist, Toshiba Corporation and Core Developer of the KAME Project, JAPAN

**Keiichi Shima**

Researcher, Internet Initiative Japan and Core Member of the KAME Project, JAPAN

### KEY FEATURES:

- Provides a detailed introduction to the IETF standards for IPv6 APIs
- Includes extensive line-by-line code sets with meticulous explanations of their implementation
- Numerous diagrams and illustrations to aid in fully understanding the socket APIs

### DESCRIPTION:

IPv6 network programming makes up a growing segment of the current market as more and more companies are writing and implementing IPv6-specific software and therefore require IPv6 socket application programming interfaces. IPv6 is implemented on all major operating systems in use in commercial, business and home consumer environments. According to a recent study by arstechnia.com (12/08), Mac OS leads in IPv6 penetration, followed by Linux and Windows Vista.

This book covers the IPv6 application interface application (API) extensions and enhancements that have been made to the socket APIs. This book also explains the internal kernel implementation that realizes the services offered by the API sets and describes several standard user libraries that have been extended or created to support IPv6. It offers examples to illustrate how to write portable applications that can run on either IPv4 or IPv6 networks. Source code will be downloadable from a companion website.

### RELATED TITLES:

Donahoo & Calvert, TCP/IP Sockets in C (Morgan Kaufmann, Nov-01); 7 x 9, paperback, 130p; \$29.95, £16.99, €23.95; 9781558608269

Calvert & Donahoo, TCP/IP Sockets in Java (Morgan Kaufmann, Oct-01); 7 x 9, paperback, 116p; \$27.95, £16.99, €23.95; 9781558606852

Makofske, et al., TCP/IP Sockets in C# (Morgan Kaufmann, Apr-04); 7 x 9, paperback, 175p; \$22.95, £13.99, €19.95; 978012466051900

**ISBN:** 978-0-12-375076-1

**PUB DATE:** August 2009

**LIST PRICE:** \$29.95

**DISCOUNT:** Agency

**FORMAT:** Paperback

**PAGES:** c. 176

**TRIM SIZE:** 7.5w x 9.25h "

**PRINT RUN:** 2500

**AUDIENCE:** Software developers, network programmers, and systems programmers who want to learn about and implement IPv6 Sockets APIs and related protocols in a network environment.

**SHELVING CLASSIFICATIONS:** COMPUTERS / Networking / General, COMPUTERS / Internet / General

**BISAC CODES:** COM043000, COM060000

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Li: IPv6 Socket API Extensions: Programmer's Guide (978-0-12-375076-1)

**TABLE OF CONTENTS:**

1 Introduction

2 The Basic Socket API—[RFC3493]

3 The Advanced Socket API—[RFC3542]

4 Kernel Implementation of IPv6 Socket APIs

5 Socket Options and Ancillary Data Examples

6 Implementation of Library Functions—libinet6

# ELSEVIER

## NEW RELEASE



*The algorithms in this book will jump start the reader to writing optimized C code for embedded devices.*

## Digital Media Processing

*DSP Algorithms Using C*

**Hazarathaiah Malepati**

### KEY FEATURES:

- Discusses how to decrease algorithm development times to streamline your programming
- BlackFin architecture used throughout the book is one of the top for use in electronics
- Includes case studies on WiMAX, GPS, and portable media players

### DESCRIPTION:

Multimedia processing demands efficient programming in order to optimize use. Data, image, audio, and video processing, some or all of which are present in all electronic devices today, are complex programming environments. Optimized algorithms (step-by-step directions) are difficult to create but can make all the difference in the world when developing a new application.

A wide range of algorithms is covered detailing basic and advanced multimedia implementations, along with cryptography, compression and data error correction. The general implementation concepts can be integrated into many architectures that you find yourself working with on a specific project. Analog Devices' BlackFin technology is used for examples throughout the book.

### RELATED TITLES:

Smith: Digital Signal Processing (Newnes, 2002) ISBN: 9780750674447 672 pages. \$73.95 Bookscan: 2941

Jack: Video Demystified, 5e (Newnes, 4/2007) ISBN: 9780750683951 944 pages. \$69.95 Bookscan: 933

Samek: Practical Statecharts in C/C++ (CMP, 2002) ISBN: 9781578201105 389 pages. \$48.95 Bookscan: 4051

**ISBN:** 978-1-85617-678-1

**PUB DATE:** October 2009

**LIST PRICE:** \$69.95

**DISCOUNT:** Agency

**FORMAT:** Paperback

**PAGES:** c. 750

**TRIM SIZE:** 7.5w x 9.25h "

**AUDIENCE:** Software Engineer, Hardware Engineer, Systems Engineer, System Architect, Embedded Programmer, Field Application Engineer, DSP Engineer, Digital Engineer

**SHELVING CLASSIFICATIONS:**  
COMPUTERS / Data Processing / General, TECHNOLOGY / Electronics / Microelectronics, TECHNOLOGY / Electronics / General

**BISAC CODES:** COM018000, TEC008070, TEC008000

**MARKETING:** Cluster E-brochure, trade shows and conferences, online display ads, 2x-Email blast to in-house subscribers, e-newsletters, and web feature

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RP/32/Bur - May 2009 Package

# Malepati: Digital Media Processing (978-1-85617-678-1)

## **TABLE OF CONTENTS:**

Chapter 1: Introduction

PART I: Data Processing

Chapter 2: Data Security

Chapter 3: Data Error Correction

Chapter 4: Data Compression

PART II: Digital Signal Processing

Chapter 5: Signals and Systems

Chapter 6: Transforms and Filters

Chapter 7: Advanced Signal Processing

Chapter 8: Digital Communications

PART III: Digital Image Processing

Chapter 9: Image Processing Tools

Chapter 10: Image Processing Algorithms

PART IV: Digital Audio Processing

Chapter 11: Audio Coding Technology

Chapter 12: Audio Processing Algorithms

PART V: Digital Video Processing

Chapter 13: Video Coding Technology

Chapter 14: Video Post Processing

PART VI: Embedded Systems

Chapter 15: Embedded Systems

Chapter 16: Embedded Projects

Appendix A: Reference Embedded Processor

Appendix B: Mathematics

# ELSEVIER

## NEW RELEASE



Morgan  
Kaufmann

**A MUST-HAVE book for computer graphic artists interested in proficiency with Motion Capture, Characteristic, Point-Based, X3D, and Maya!**

## Computer Animation Complete

*All-in-One: Learn Motion Capture, Characteristic, Point-Based, and Maya Winning Techniques*

**Rick Parent**

The Ohio State University, Columbus, USA

### KEY FEATURES:

- Expert instruction from a variety of pace-setting computer graphics researchers!
- Provides in-depth coverage of established and emerging animation algorithms!
- For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics!
- A variety of individual languages and substances are addressed, but addressed separately – enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category!

### DESCRIPTION:

A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors.

This is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, *Computer Animation Complete* will help you work more efficiently and achieve better results. Learn hundreds of tips, tricks, shortcuts and more - all within the covers of one complete, inspiring reference.

### RELATED TITLES:

Alias, *Learning Maya 7: Foundation*, (Sybex 2005), paperback, 653pp, \$69.99, £49.99, (9781894893749); Bookscan: 5,495  
Wilkins, *MEL Scripting for Maya Animators*, (MK 2005), paperback, 552pp, \$57.95, £33.99, (9780120887934); Bookscan = 1,608  
Parent, *Computer Animation: Algorithms and Techniques*, (MK 2001), paperback, 552pp, \$86.95, £49.99 (9781558605794); Bookscan = 1,262

**ISBN:** 978-0-12-375078-5

**PUB DATE:** September 2009

**LIST PRICE:** \$69.95

**DISCOUNT:** Agency

**FORMAT:** Paperback

**PAGES:** c. 522

**TRIM SIZE:** 7.5w x 9.25h "

**AUDIENCE:** This book is intended primarily for Computer graphic (CG) artists including animators, graphics designers and programmers, game developers, and technical directors as well as professionals in digital design and visualization, and visual effects artists in the entertainment industry, including interactive gaming and production houses (e.g., computer graphics companies such as Pixar, PDI, Dreamworks).

**SHELVING CLASSIFICATIONS:**  
COMPUTERS / Computer Graphics / General

**BISAC CODES:** COM012000

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Parent: Computer Animation Complete (978-0-12-375078-5)

**TABLE OF CONTENTS:**

**Part I: Introduction to Computer Animation**

1. Introduction
2. Technical Background

**Part II: Motion Capture Techniques**

3. Motion Capture Primer
4. The Motion Data

**Part III: Animating Substances**

5. Animating Facial Features
6. Animating Solid Spaces
7. Animating Fluids and Gases
8. Animating Biology

**Part IV: Other Methods**

9. Point-Based Animation

**Part V: Animating with MEL for MAYA**

10. Maya Under the Hood
11. MEL Animation
12. Examples Using MEL with Solid Body Dynamics
13. Examples Using MEL in Character Rigging

# ELSEVIER

## NEW RELEASE



*The classic work on animation principles, now fully updated for the digital age.*

## Timing for Animation, 2e

### Tom Sito

Tom Sito is an Adjunct Professor of Animation at USC, Woodbury College, and UCLA and has written numerous articles for Animation Magazine and Animation World Network. Tom's screen credits include the Disney classics THE LITTLE MERMAID (1989), BEAUTY & THE BEAST (1991), ALADDIN (1992), THE LION KING (1994), WHO FRAMED ROGER RABBIT (1988), POCAHONTAS (1995), FANTASIA (2000) and SHREK (2001). Tom is President-Emeritus of the Hollywood Animation Guild Local 839 IATSE. He is vice president of the International Animator's Society (ASIFA/Hollywood) He is a member of the Motion Picture Academy, the National Cartoonists Society and Hollywood Heritage. In 1998 he was named in Animation Magazine's list of the 100 Most Important People in Animation.

### KEY FEATURES:

- Animate it right the first time with these tried and tested techniques. The 2e is fully updated for digital workflows, by Tom Sito, animator of *Beauty and the Beast* and *Shrek*.
- Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation. Learn how animations should be arranged in relation to each other, how much space should be used and how long each drawing should be shown for maximum dramatic effect.
- Fully revised, in full color and updated, the 2e includes timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, the use of After Effects and much, much more!

### DESCRIPTION:

A classic of animation education since it first published in 1981. Copies of *Timing for Animation* have been sitting dog-eared and spine-split on desks and workstations around the world, wherever animation is produced for more than 25 years. All you need to breathe life into your animation is at your fingertips. All the vital techniques employed by animators worldwide are explained using dozens of clear illustrations and simple, straightforward directions. Learn how animations should be arranged in relation to each other, how much space should be used and how long each drawing should be shown for maximum dramatic effect. Fully revised and updated, the 2e includes timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, the use of After Effects and much, much more!

### RELATED TITLES:

**Halas/Whitaker: Timing for Animation** ( 2002, Focal Press, \$31.95, £16.99, ISBN: 9780240517148) US Bookscan: 4,257

**Williams: Animator's Survival Kit** (2001, Faber & Faber, \$30/£15.99, ISBN: 9780571202287) US Bookscan: 39,889

**Blair: Cartoon Animation** (1994, Walter Foster Publishing, \$24.95/£16.99, ISBN: 1560100842) US Bookscan: 10,624

ISBN: 978-0-240-52160-2

PREVIOUS EDITION ISBN:  
9780240517148

PUB DATE: September 2009

LIST PRICE: \$29.95

DISCOUNT: Trade

FORMAT: Paperback

PAGES: c. 160

TRIM SIZE: 7.75w x 9.75h "

PRINT RUN: 6500

**AUDIENCE:** Beginner to Intermediate Animators : an entry level text for the animation industry, which now includes motion picture visual effects, digital new media, internet, downloads, games and television as well as classic cartoon animation. It is a primer for basic animation techniques but is referenced by professionals and teachers.

### SHELVING CLASSIFICATIONS:

COMPUTERS / Computer Animation, COMPUTERS / Computer Graphics / General

**BISAC CODES:** COM071000, COM012000

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# Sito: Timing for Animation, 2e (978-0-240-52160-2)

## **TABLE OF CONTENTS:**

\* Denotes New Material

What is good timing?

\* Traditional hand drawn storyboards \* Digital storyboarding in 2d \* Digital storyboarding in 3d \* The use of After-effects

The Responsibility of the director The basic unit of time in animation

\* Timing for hand-drawn film

\* Timing for overseas production

\* Timing for digital production

\* Motion or Performance Capture

Animation and properties of matter

Movement and Caricature

Cause and effect

Newton's laws of motion

Object's thrown through the air

Timing of inanimate objects

Force transmitted through a flexible joint

Force transmitted through jointed limbs

Spacing of drawings Timing a slow action

Single frames or double frames?

Anticipation

Follow through

Overlapping action new illustration needed

Timing an oscillating movement

Timing to suggest weight and force new illustration needed

Timing to suggest force: repeat action

Character reaction and takes

Timing to give feeling of size new illustration needed (\*New Japanese Anime examples)

The effects of friction, air resistance and wind

Timing cycles

Effects animation:

\* 2D Hand drawn effects: flames and smoke

Water

Rain

Snow

Explosions

\* 3D Digital Effects

repeat movements of inanimate objects (new illustration)

Timing a walk

Types of walk

Spacing of drawings in perspective animation

Timing animals' movements

Bird flight - \* Speed lines, and motion blur \* Snap Principle: Accentuating movement, Strobing fast run cycles

Characterisation

The use of timing to suggest mood Synchronising animation to speech

Timing and music

\* Camera movements: Traditional

\* Camera Movements: Digital

\* Editing for different animated media

\* Feature films

\* Television

\* Downloads and short form media games

\* Conclusions: Traditional skills and Future technological development.

\* Index

# ELSEVIER

## NEW RELEASE



*Hardware and firmware are at the core of electronic products; this book shows engineers how to optimize performance through best practices!*

## Hardware Firmware Interface Design

*FPGAs, ASICs, SoCs, ASSPs, and Other Chips*

**Gary Stringham**

### KEY FEATURES:

- Bridges the gap between hardware and firmware development leading to fewer delays
- Provides answers to common problems and pitfalls
- Real-world examples and case studies highlight the good and bad of design processes

### DESCRIPTION:

Hardware and firmware are at the core of electrical devices, such as cell phones and office equipment as well as electrical components in automotive, avionic, and military applications. For the first time, a book has come along that will help hardware engineers and firmware engineers work together to mitigate or eliminate problems that occur when hardware and firmware are not optimally compatible. Solving these issues will save time and money, getting products to market sooner to create more revenue.

The principles and best practices presented in this book will prove to be a valuable resource for both hardware and firmware engineers. Topics include register layout, interrupts, timing and performance, aborts, and errors. Real-world cases studies will help to solidify the principles and best practices with an aim toward cleaner designs, shorter schedules, and better implementation!

### RELATED TITLES:

Maxfield: *The Design Warrior's Guide to FPGAs* (Newnes, 2004) ISBN: 9780750676045 542 pages. \$54.95 Bookscan: 2432

Zeidman: *Designing with FPGAs and CPLDs* (CMP) ISBN: 9781578201129 224 pages. \$48.95 Bookscan: 961

Sutter: *Embedded Systems Firmware Demystified* (CMP, 2002) ISBN: 9781578200993 366 pages. \$54.95. Bookscan: 1527

**ISBN:** 978-1-85617-605-7

**PUB DATE:** October 2009

**LIST PRICE:** \$69.95

**DISCOUNT:** Agency

**FORMAT:** Hardback

**PAGES:** c. 324

**TRIM SIZE:** 7.5w x 9.25h "

**AUDIENCE:** Hardware and Firmware Engineers; Digital Designers

**SHELVING CLASSIFICATIONS:** COMPUTERS / General

**BISAC CODES:** COM000000

**MARKETING:** Cluster E-brochure, trade shows and conferences, online display ads, 2X-Email blast to in-house subscribers, e-newsletters, and web feature

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Stringham: Hardware Firmware Interface Design (978-1-85617-605-7)

**TABLE OF CONTENTS:**

Chapter 1 - Introduction  
Chapter 2 - Register Layout  
Chapter 3 - Interrupts  
Chapter 4 - Timing and Performance  
Chapter 5 - Superblock  
Chapter 6 - Aborts  
Chapter 7 - Errors  
Chapter 8 - Test and Debug Hooks  
Chapter 9 - Other Items  
Chapter 10 - Firmware Involvement  
Chapter 11 - Conclusion  
Appendix A: Best Practice Checklist  
Appendix B: Documentation  
Appendix C: Using this Book in a University  
Glossary

# ELSEVIER

## KEY TITLE



**Focal  
Press®**

*Create stunning renders in mental ray of your 3ds Max projects (400,000+ users) with this step-by-step guide.*

## Rendering with mental ray and 3ds Max, 2e

### Joep van der Steen

Joep is formally trained as a civil engineer. He has worked in computer animation and visualization for the past 15 years, devoting recent years to sales and training for 3ds Max and Viz within the Benelux countries. As an extension of his training activities Joep hosts an internet support portal ([www.3dstudio.nl](http://www.3dstudio.nl)) with related tutorials and models, and annually teaches a high school level course on the fundamentals of 3ds Max. Joep mastered mental ray rendering by repeatedly throwing himself into its cold deep waters without water wings.

### Ted Boardman

Ted Boardman is a well known 3ds max trainer, writer, and columnist, and is one of a dozen Authorized Discreet Training Specialists for Multimedia. He specializes in topics that enhance user productivity by teaching problem solving methods that lay the foundations for a deeper understanding of the concepts in the workflow. These methods allow a 3ds max user time for more important artistic decisions under tight deadlines. Ted is also the author of the '3ds Max Fundamentals' series by New Riders.

### KEY FEATURES:

- Render beautiful scenes with 3ds Max and the powerful mental ray application
- Covers all aspects of rendering including materials, lighting, shaders, indirect illumination, and special effects
- Companion website includes tutorial files and sample files

### DESCRIPTION:

Create stunning renders of your 3ds Max models in mental ray with this concise guide. Learn all of the essential concepts such as indirect illumination, materials, render options, shaders, and lighting. *Rendering with mental ray and 3ds Max, 2e*, is now revised to cover Autodesk Revit and special effects. The companion website includes all of the necessary project files from inside the book.

### RELATED TITLES:

van der Steen: *Rendering with 3ds Max and mental ray* (Focal Press, 03/07, \$54.95/ , 9780240808932) Bookscan: 1,453

Cusson: *Realistic Architectural Visualization Using 3ds Max and mental ray* (Focal Press, 04/07, \$49.95, 9780240809120) US Bookscan: 1440

Autodesk: *3ds Max 9 Essentials* (Focal Press, 10/06, \$49.95, 9780240809083) US Bookscan: 2,353

**ISBN:** 978-0-240-81237-3

**PREVIOUS EDITION ISBN:**  
978-0-240-80893-2

**PUB DATE:** October 2009

**LIST PRICE:** \$54.95

**DISCOUNT:** Trade

**FORMAT:** Paperback

**PAGES:** c. 304

**TRIM SIZE:** 7.75w x 9.75h "

**PRINT RUN:** 4750

**AUDIENCE:** 3d modelers, 3d animators; visual effects artists;

### SHELVING CLASSIFICATIONS:

COMPUTERS / Computer Graphics / Game Programming,  
COMPUTERS / Computer Graphics / General

**BISAC CODES:** COM012040,  
COM012000

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van der Steen: Rendering with mental ray and 3ds Max, 2e (978-0-240-81237-3)

**TABLE OF CONTENTS:**

Getting Started with mental ray in 3ds Max; Rendering with mental ray inside 3ds Max; mental ray and lights; mental ray and Materials; mental ray and Shaders; Special Effects; Revit

# ELSEVIER

## NEW RELEASE



Morgan  
Kaufmann

*The essential ingredients for creating the ultimate user experience – from the gurus of HCI!*

## User Experience Re-Mastered

*A Finely Tuned Guide to Creating The Best Design Every Time*

**Chauncey Wilson**

Senior User Researcher, Autodesk

### KEY FEATURES:

- A guided, hands-on tour through the process of creating the ultimate user experience – from testing, to prototyping, to design, to evaluation
- Provides tried and tested material from best sellers in Morgan Kaufmann's Series in Interactive Technologies, including leaders in the field such as Bill Buxton and Jakob Nielsen
- Features never before seen material from Chauncey Wilson's forthcoming and highly anticipated *Handbook for User Centered Design*

### DESCRIPTION:

Good web design isn't just about aesthetics. Designers need to ensure a site's usability. This requires user needs analysis, usability testing, persona creation, prototyping, design sketching, and evaluation throughout the design and development process.

*User Experience Re-Mastered* takes tried and tested material from best-selling books in Morgan Kaufmann's Series in Interactive Technologies and presents it in typical project framework. This gives readers practical and easily applicable guidance for creating web sites and web applications that ensure the ultimate user experience.

HCI and user experience design guru Chauncey Wilson guides the reader through each chapter, introducing each stage, explaining its context, and emphasizing its significance in the user experience lifecycle.

Features material from the masters of HCI, including Bill Buxton and Jakob Nielsen in addition a **never before seen** chapter on brainstorming from Chauncey Wilson's forthcoming book *The Handbook of User Centered Design*. A must read for anyone designing sites for people!

### RELATED TITLES:

- Krug, Don't Make Me Think, 978-0321344755, New Riders, \$40.00, 8/05, BS: 62,582
- Nielsen, Prioritizing Web Usability, New Riders, 978-0321350312, \$55.00, 8/06, BS: 9,390
- Cooper, About Face 3: Essentials of Interaction Design, 978-0470084113, Wiley, \$45.00, 7/07, BS 5,606

ISBN: 978-0-12-375114-0

PUB DATE: October 2009

LIST PRICE: \$49.95

DISCOUNT: Trade

FORMAT: Paperback

PAGES: c. 448

TRIM SIZE: 7.5w x 9.25h "

**AUDIENCE:** Beginning interface designers and developers, software designers, web designers, web application designers, interaction designers, appliance designers and developers, information architects, usability engineers, usability evaluators and development managers, students and teachers in computer science, graphic design, HCI, and usability.

**SHELVING CLASSIFICATIONS:**  
COMPUTERS / General,  
COMPUTERS / User Interfaces,  
COMPUTERS / Internet / General

**BISAC CODES:** COM000000,  
COM070000, COM060000

**MARKETING:** Exhibits: CHI, IDSA conferences ; Advertising (print, web, direct mail): Interactions, CACM, IDSA publications; Email: monthly email campaigns to internal mail lists

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MH/21/Bur - May 2009 Package

Wilson: User Experience Re-Mastered (978-0-12-375114-0)

**TABLE OF CONTENTS:**

**Part I- Usability**

Chapter 1: Usability Engineering, by Jakob Nielsen

Chapter 2: Usability for the Web, by Tom Brinck

Chapter 3: Understanding Your Users, by Cathrine Courage

**Part II- Generating Ideas**

Chapter 4: Handbook of UCD Methods, by Chauncey Wilson

Chapter 5: Sketching User Experiences, by Bill Buxton

Chapter 6: The Persona Lifecycle, by John Pruitt

Chapter 7: Effective Prototyping for Software Makers, by Jonathan Arnowitz

**Part III- Designing Your Site**

Chapter 8: User Interface Design and Evaluation, by Debbie Stone

**Part IV-Evaluation & Analysis**

Chapter 9: Evaluating Your Product, by Debbie Stone

Chapter 10: Observing the User, by Mike Kuniavsky

Chapter 11: User Interface Design and Evaluation, by Debbie Stone

Chapter 12: User Interface Design and Evaluation, by Debbie Stone

# ELSEVIER

## NEW RELEASE

**MK**  
Morgan  
Kaufmann

*All the elements of wireless networking together in a single volume,  
written by the best and brightest experts in the field!*

## Wireless Networking Complete

### Pei Zheng

Professor, Arcadia University, Glenside, PA, USA; Consultant in mobile wireless services

### Larry L. Peterson

Computer Science Department, Princeton University, New Jersey

### Bruce S. Davie

Cisco Systems, Boxborough, MA, USA

### Adrian Farrel

Founder of Old Dog Consulting, North Wales, UK

### KEY FEATURES:

- Chapters contributed by recognized experts in the field cover theory and practice of wireless network technology, allowing the reader to develop a new level of knowledge and technical expertise
- Up-to-date coverage of wireless networking issues facilitates learning and lets the reader remain current and fully informed from multiple viewpoints
- Presents methods of analysis and problem-solving techniques, enhancing the reader's grasp of the material and ability to implement practical solutions

### DESCRIPTION:

Given the explosion of new wireless communications techniques and the host of wireless network technologies and applications currently available or on the drawing board, it is safe to say that we are in the midst of a wireless networking revolution. Industry adoption of next-generation specifications will provide a substantial boost to the market for wireless multimedia networking, prompting growth in excess of 50 million wireless network devices by 2010, according to a market study by Parks Associates.

A compilation of critical content from key MK titles published in recent years on wireless networking and communications. Individual chapters are organized as one complete reference that allows it to be used as a 360-degree view from our bestselling authors for those interested in new and developing aspects of wireless network technology.

### RELATED TITLES:

Peterson/Davie, Computer Networks 4e (MK 3/07), \$99.95 856 pp (9780123750488) Zhao, Wireless Sensor Networks (MK 2004), \$64.95; 350pp; (1558609148). Rappaport, Wireless Communications 2e (PH/PTR 2002), \$109; 750pp. (0130422320)

**ISBN:** 978-0-12-375077-8

**PUB DATE:** late August 2009

**LIST PRICE:** \$79.95

**DISCOUNT:** Agency

**FORMAT:** Hardback

**AUDIENCE:** Aimed at practitioners and researchers working with or interested in wireless networks and applications. Job functions or titles include communication engineer, network architect, network designer, systems engineer, network operator, network engineer

**SHELVING CLASSIFICATIONS:**  
COMPUTERS / Networking / General, COMPUTERS / Computer Science

**BISAC CODES:** COM043000, COM014000

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Zheng: Wireless Networking Complete (978-0-12-375077-8)

**TABLE OF CONTENTS:**

1 Supporting Wireless Technologies

2 Wireless Networks

3 An Overview of Wireless Systems

4 Wireless Application Protocol

5 Wireless Local Area Networks

6 Fourth Generation Systems and New Wireless Technologies

7 Mesh Networks: Optimal Routing and Scheduling

8 Ad Hoc Wireless Sensor Networks (WSNs)

9 Sensor Network Platforms and Tools

10 Mobile IP

11 Mobile IPv6

12 Security and Survivability of Wireless Systems