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J. C. Roberts, P. D. Ritsos, J. Jackson, and C. Headleand, "The explanatory visualization framework: An active learning framework for teaching creative computing using explanatory visualizations," IEEE Transactions on Visualization and Computer Graphics, vol. 24, no. 1, pp. 791-801, Jan. 2018. [bib] Z. Ali Abbood, J. Lavauzelle, É.

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The Visualization, Modelling and Graphics Group (VMG) is the largest research group within the School of Computer Science at Bangor University. Our research interests include: Information Visualization & Visual Analytics. Virtual and Mixed Reality. Human-Computer Interaction. Imaging & Segmentation.

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Product visualization involves visualization software technology for the viewing and manipulation of 3D models, technical drawing and other related documentation of manufactured components and large assemblies of products. It is a key part of product lifecycle management. Product visualization software typically provides high levels of photorealism so that a product can be viewed before it is actually manufactured.

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Created for the next generation of engineering professionals, VISUALIZATION, MODELING, AND GRAPHICS FOR ENGINEERING DESIGN, Second Edition, combines coverage of traditional drafting essentials and the cutting-edge technology and methods today's professionals need to master for career success. This versatile text provides a strong grounding in fundamentals including core design skills, geometric dimensioning and tolerancing, sketching and drawing, and industry- and discipline-specific applications, even while recognizing how computers have enabled visualizing and modeling techniques that have changed the engineering design process. Working from this modern perspective, the authors explore critical process phases such as creative thinking, product ideation, and advanced analysis, as well as problem solving, collaboration, and communication skills essential for today's engineers and technicians. In addition to numerous updates to reflect the latest technology and trends, the Second Edition of this groundbreaking text features a more streamlined presentation, with a mix of printed and online chapters and a highly modular structure that make it easy to customize coverage for specific courses or interests. Important Notice: Media content referenced within the product

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This volume presents graphic communications within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this perspective, the text focuses on the design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. This work will help students to be able to translate ideas from design layouts, specifications, rough sketches, and calculations of engineers & architects into working drawings, maps, plans, and illustrations which are used in making products.

"The ability to think of systems that never were and to design devices to meet the changing needs of the human population is the purview of the engineering professional. Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity." (from the Preface) Supplemental chapters include: 2-Dimensional Drawing; More Working Drawings; Linkages, Cams, Gears, Springs, and Bearings; Welding; Descriptive Geometry; The Internet and World Wide Web. To purchase go to www.ichapters.com At www.iChapter.com, students can select from over 10,000 print and digital study tools, including the option to buy individual e-chapters and e-books. The first e-chapter is FREE!

A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the "what" to explain the "why" of engineering graphics.

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Today one of the hardest parts of computer aided design or analysis is first modeling the design, then recording and verifying it. For example, a typical vehicle such as a tank, automobile, ship or aircraft might be composed of tens of thousands of individual parts. Many of these parts are composed of cylinders, flats, and simple conic curves and surfaces such as are amenable to modeling using a constructive solid geometry (CSG) approach. However, especially with the increasing use of composite materials, many parts are designed using sculptured surfaces. A marriage of these two techniques is now critical to continued development of computer aided design and analysis. Further, the graphical user interfaces used in most modeling systems are at best barely adequate to the required task. Critical work on these interfaces is required to continue pushing back the frontiers. Similarly, once the design is modeled, how are the varied and diverse pieces stored, retrieved, and modified? How are physical interferences prevented or eliminated? Although considerable progress has been made, there are still more questions and frustrations than answers. One of the fundamental problems of the 1990s is and will continue to be modeling. The second problem is interpretation. With the ever increasing computational power available, our ability to generate data far exceeds our ability to interpret, understand, and utilize that data.

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