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Das Buch bietet Schritt für Schritt-Anleitung in inhaltlicher ausführlicher Form, aber bewusst optisch komprimiert, um beim Arbeiten so wenig wie möglich blättern zu müssen.

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Die Kapitel sind in sich abgeschlossen, so dass eine bestimmte Reihenfolge bei Lernen nicht zwingen notwendig ist. Dieses Buch baut auf dem Grundlagen 2D (Datenverwaltung, Plotten, 2D-Konstruktionen, Änderungs- und LösCHFunktionen, Bemaßung,

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Beschriftung, Symbole, Muster und Schraffuren) auf und beinhaltet die Grundlagen des Konstruierens in 3D-Bereich, Berechnung, Listen, Datenübergabe an das AVA-Programm Allright sowie die Grundlagen der Präsentation. Das Buch ist in allen Schularten, in Büros zum

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Nachschlagen und Trainig sowie zum
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Building Information Modeling (BIM)
refers to the consistent and continuous
use of digital information throughout

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the entire lifecycle of a built facility, including its design, construction and operation. In order to exploit BIM methods to their full potential, a fundamental grasp of their key principles and applications is essential. Accordingly, this book combines discussions of theoretical foundations

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with reports from the industry on currently applied best practices. The book's content is divided into six parts: Part I discusses the technological basics of BIM and addresses computational methods for the geometric and semantic modeling of buildings, as well as methods for

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process modeling. Next, Part II covers the important aspect of the interoperability of BIM software products and describes in detail the standardized data format Industry Foundation Classes. It presents the different classification systems, discusses the data format CityGML for

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describing 3D city models and COBie for handing over data to clients, and also provides an overview of BIM programming tools and interfaces. Part III is dedicated to the philosophy, organization and technical implementation of BIM-based collaboration, and discusses the

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impact on legal issues including construction contracts. In turn, Part IV covers a wide range of BIM use cases in the different lifecycle phases of a built facility, including the use of BIM for design coordination, structural analysis, energy analysis, code compliance checking, quantity take-off,

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prefabrication, progress monitoring and operation. In Part V, a number of design and construction companies report on the current state of BIM adoption in connection with actual BIM projects, and discuss the approach pursued for the shift toward BIM, including the hurdles taken. Lastly,

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Part VI summarizes the book's content and provides an outlook on future developments. The book was written both for professionals using or programming such tools, and for students in Architecture and Construction Engineering programs.

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This volume on virtual and augmented reality (VR/AR) and gamification for cultural heritage offers an insightful introduction to the theories, development, recent applications and trends of the enabling technologies for mixed reality and gamified interaction in cultural heritage and creative

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industries in general. It has two main goals: serving as an introductory textbook to train beginning and experienced researchers in the field of interactive digital cultural heritage, and offering a novel platform for researchers in and across the culturally-related disciplines. To this

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end, it is divided into two sections following a pedagogical model developed by the focus group of the first EU Marie S. Curie Fellowship Initial Training Network on Digital Cultural Heritage (ITN-DCH): Section I describes recent advances in mixed reality enabling technologies, while

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section II presents the latest findings on interaction with 3D tangible and intangible digital cultural heritage. The sections include selected contributions from some of the most respected scholars, researchers and professionals in the fields of VR/AR, gamification, and digital heritage. This

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book is intended for all heritage professionals, researchers, lecturers and students who wish to explore the latest mixed reality and gamification technologies in the context of cultural heritage and creative industries. It pursues a pedagogic approach based on trainings, conferences, workshops

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and summer schools that the ITN-DCH fellows have been following in order to learn how to design next-generation virtual heritage applications, systems and services.

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Architects today must position themselves within an extremely wide-ranging field of qualifications. This makes it all the more important to have a fresh introduction to the field that makes up one of their core

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competences, the field of design. This introductory presentation describes and analyzes the theories, strategies, and tools of creative design for the purposes of practical work. With thoughtfulness and expertise, it opens the reader's eyes to the processes that underlie design and demonstrates

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different ways of communicating about complex design work. The first section focuses on the much-discussed relationship between design and research, between architecture and the sciences. The second section describes basic design approaches, from Vitruvius and Alberti through

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Erwin Panofsky and Wolfgang Kemp to Otl Aicher and Vilém Flusser. The third and largest section presents the elementary tools of design, from gestures and words through drawings, models, and simulations to critique, all as instruments of creative design in architecture and its related fields.

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"Textile Technology" presents a well-written and readable introduction into the field of textile engineering. It is based on an elementary level course focusing on the manufacture

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(processes and machines) of yarn, fabric, knitwear, nonwovens, braids, reinforcing fabrics, and technical textiles. The book also provides the technicians and engineers in the textile industry with an up-to-date review of processes and equipment for textile manufacturing. The book covers all

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processing steps for the manufacturing of textiles, describing materials, processes and machines, finishing, making-up, and recycling. To provide a better understanding of the individual textile processes, each chapter ends with an example describing the respective processing steps for a

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specific textile product. In addition, current and future development trends are discussed. Contents: - Raw Materials - Yarn Production - Fabric Production - Knitwear Production - Nonwovens Production - Braiding Processes and Machines - Production of Two-dimensional Reinforcing

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Fabrics - Textile Finishing - Processes
and Machines for Making-up -
Technical Textiles - Disposal and
Recycling of Textiles

KI 2008 was the 31st Annual German
Conference on Artificial Intelligence
held September 23–26 at the

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University of Kaiserslautern and the German Research Center for Artificial Intelligence DFKI GmbH in Kaiserslautern, Germany. The conference series started in 1975 with the German Workshop on AI (GWAI), which took place in Bonn, and represents the first forum of its type for

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the German AI Community. Over the years AI has become a major field in computer science in Germany involving a number of successful projects that received much international attention. Today KI conferences are international forums where participants from academia and industry from all

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over the world meet to exchange their recent research results and to discuss trends in the field. Since 1993 the meeting has been called the “Annual German Conference on Artificial Intelligence,” designated by the German acronym KI. This volume contains the papers selected out of 77

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submissions, including a number of submissions from outside German-speaking countries. In total, 15 submissions (19%) were accepted for oral and 30 (39%) for poster presentation. Oral presentations at the conference were in single track. Because of this, the choice of

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presentation form (oral, poster) was based on how well reviews indicated that the paper would fit into one or the other format. The proceedings allocate the same space to both types of papers. In addition, we selected six papers that show high application potential - scribing systems or

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prototypical implementations of innovative AI technologies. They are also included in this volume as two-page extended abstracts.

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