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The Expert versus the Object: Judging Fakes and False Attributions in the Visual Arts. Illustrated Edition. by Ronald D. Spencer (Editor), Eugene Victor Thaw (Foreword) 3.3 out of 5 stars 8 ratings. ISBN-13: 978-0195147353.

The Expert versus the Object: Judging Fakes and False ...

The Expert Versus the Object: Judging Fakes and False Attributions in the Visual Arts. The Expert Versus the Object. : The authenticity of visual art has always commanded the attention of experts,...

The Expert Versus the Object: Judging Fakes and False ...

The Expert Versus the Object brings together essays by a wide range of specialists in various fields and is an essential source for anyone who is interested in buying, collecting, studying, or simply looking at art."--Jack Flam, Distinguished Professor of Art History, City University of New York, "[These] contributions of acknowledged and eminent experts...express, undoubtedly, the best of contemporary thought on matters such as attribution, cataloguing, scientific testing, and 'the trade ...

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The expert versus the object : judging fakes and false ...

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'The Expert Versus the Object: Judging Fakes and False ...

The Expert versus the Object: Judging Fakes and False Attributions in the Visual Arts by

Eugene V. Thaw (Author of The Expert versus the Object)

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General Responsibility Assignment Software Patterns (or Principles), abbreviated GRASP, consist of guidelines for assigning responsibility to classes and objects in object-oriented design. It is not related to the SOLID design principle.. The different patterns and principles used in GRASP are controller, creator, indirection, information expert, low coupling, high cohesion, polymorphism ...

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GRASP (object-oriented design) - Wikipedia

Expert teachers, too, have been shown to have schemas similar to those found in chess and mathematics. Expert and novice teachers were shown a videotaped classroom lesson (Sabers et al., 1991). The experimental set-up involved three screens that showed simultaneous events occurring throughout the classroom (the left, center, and right).

2 How Experts Differ from Novices | How People Learn ...

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Fields vs. Objects Solutions | Experts Exchange

Jonathan Hadley Piggan examines exactly what makes an 'expert' an 'expert witness' and why, when it comes to the court process – an individual needs to be much more than simply knowledgeable in order to be deemed an expert witness.. By definition, an expert is someone who – by reason of his/her education, training, skill or experience – has specialist knowledge of a particular ...

Expert evidence: the roles and responsibilities of the ...

OMG Certified expert in BPM™ 2 ... The Object Management Group® (OMG®) is an international, open membership, not-for-profit technology standards consortium. Founded in 1989, OMG standards are driven by vendors, end-users, academic institutions and government agencies. OMG Task Forces develop enterprise integration standards for a wide range ...

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Versus Variant: 639% faster Versus Range: 769% faster In timed tests, an array is faster than returning a range (sized as above) of values: Versus Variant: 2076% Versus Range: 2683% Those are average tests, only run a few times, but goes to show why arrays are much faster than looping through a Range (or Variant-Double, whatever) variable(s).

Solved: Excel VBA - Variant versus Object data type ...

The analysis produces models on how the desired system should function and how it must be developed. The models do not include any implementation details so that it can be understood and examined by any non-technical application expert. Object-Oriented Design. Object-oriented design includes two main stages, namely, system design and object ...

The authenticity of art has always commanded the attention of experts, dealers, collectors, and the art-minded public-especially those who relish the Robin Hoods of art forgery who deceive rich collectors and pompous experts. This book of essays, edited by a lawyer specializing in art law and authenticity,

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proposes to make the question of authenticity more easily understood. The main points to be argued are (1) that the perception of form in a work of art is not unlike other types of evidence accepted in courts of law; (2) that in determining authenticity, experts must adopt a careful, organized approach; and (3) that all authentication should be based on the consensus of experts at arm's length from an object.

Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves, diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a growing following over the years. Sitting between the free-for-all of Extreme Programming and overly rigid processes such as RUP, ICONIX offers just enough structure to be successful.

This book offers a revealing look at the full scope of criminal activity in the art world—a category of crime that is far more pervasive than is generally realized. * Comprises 10 chapters covering the various types of crimes common in the art world, from forgeries to theft to vandalism * Includes case studies throughout to explore the characteristics of art crime * Provides a bibliography of important books on the subject of art crime * An index of important words and terms emphasizes works of art and artists covered in the book, along with terms unique to art and art crime

This book is an extensive survey and critical examination of the literature on the use of expert opinion in scientific inquiry and policy making. The elicitation, representation, and use of expert opinion is increasingly important for two reasons: advancing technology leads to more and more complex decision problems, and technologists are turning in greater numbers to "expert systems" and other similar artifacts of artificial intelligence. Cooke here considers how expert opinion is being used today, how an expert's uncertainty is or should be represented, how people do or should reason with uncertainty, how the quality and usefulness of expert opinion can be assessed, and how the views of several experts might be combined. He argues for the importance of developing practical models with a transparent mathematic foundation for the use of expert opinion in science, and presents three tested models, termed "classical," "Bayesian," and "psychological scaling." Detailed case studies illustrate how they can be applied to a diversity of real problems in engineering and planning.

Originating in a recent NSF conference held at the University of Michigan, this book examines the latest ideas about how children interact with objects and through that interaction acquire new understandings, attitudes, and feelings. Although museum education provides the primary setting within which object-centered learning is explored, the analyses apply to a wide range of learning environments. Despite the demonstrated importance of object-centered learning for both academic and life-long learning, until now there has been little psychological research on the topic. Key features of this outstanding new book include: *Cross-disciplinary Focus--This is the first book to examine object-centered learning using the perspectives of such diverse fields as science, history, literacy, and art. *Museum Focus--The explosion of interest in museums of all kinds provides a natural launching pad for conceptual and practical discussions of object-based learning and informal learning environments. Vignettes--In order to ground the conceptual analyses, each chapter includes vignettes describing people actively engaged with objects in a specific setting. This volume is appropriate for advanced students and researchers in educational psychology, cognitive psychology, science education, and persons directly involved in museum education.

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This book presents the proceedings of the 13th International Conference on Application of Fuzzy Systems and Soft Computing (ICAFS 2018), held in Warsaw, Poland on August 27–28, 2018. It includes contributions from diverse areas of soft computing such as uncertain computation, Z-information processing, neuro-fuzzy approaches, evolutionary computing and others. The topics of the papers include theory of uncertainty computation; theory and application of soft computing; decision theory with imperfect information; neuro-fuzzy technology; image processing with soft computing; intelligent control; machine learning; fuzzy logic in data analytics and data mining; evolutionary computing; chaotic systems; soft computing in business, economics and finance; fuzzy logic and soft computing in the earth sciences; fuzzy logic and soft computing in engineering; soft computing in medicine, biomedical engineering and the pharmaceutical sciences; and probabilistic and statistical reasoning in the social and educational sciences. The book covers new ideas from theoretical and practical perspectives in economics, business, industry, education, medicine, the earth sciences and other fields. In addition to promoting the development and application of soft computing methods in various real-life fields, it offers a useful guide for academics, practitioners, and graduates in fuzzy logic and soft computing fields.

This book constitutes the refereed proceedings of the 50th International Conference on Objects, Models, Components, Patterns, TOOLS Europe 2012, held in Prague, Czech Republic, during May 29-31, 2012. The 24 revised full papers presented were carefully reviewed and selected from 77 submissions. The papers discuss all aspects of object technology and related fields and demonstrate practical applications backed up by formal analysis and thorough experimental evaluation. In particular, every topic in advanced software technology is addressed the scope of TOOLS.

The leading edge of computer science research is notoriously fickle. New trends come and go with alarming and unfailing regularity. In such a rapidly changing field, the fact that research interest in a subject lasts more than a year is worthy of note. The fact that, after five years, interest not only remains, but actually continues to grow is highly unusual. As 1998 marked the fifth birthday of the International Workshop on Agent Theories, Architectures, and Languages (ATAL), it seemed appropriate for the organizers of the original workshop to comment on this remarkable growth, and reflect on how the field has developed and matured. The first ATAL workshop was co-located with the Eleventh European Conference on Artificial Intelligence (ECAI-94), which was held in Amsterdam. The fact that we chose an AI conference to co-locate with is telling: at that time, we expected most researchers with an interest in agents to come from the AI community. The workshop, which was planned over the summer of 1993, attracted 32 submissions, and was attended by 55 people. ATAL was the largest workshop at ECAI-94, and the clear enthusiasm on behalf of the community made the decision to hold another ATAL workshop simple. The ATAL-94 proceedings were formally published in January 1995 under the title *Intelligent Agents*, and included an extensive review article, a glossary, a list of key agent systems, and — unusually for the proceedings of an academic workshop — a full subject index. The high scientific and production values embodied by the ATAL-94 proceedings appear to have been recognized by the community, and resulted in ATAL proceedings being the most successful sequence of books published in Springer-Verlag's Lecture Notes in Artificial Intelligence series.

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