

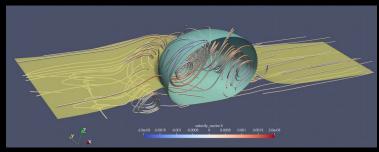
#### Non-Newtonian Slippery Liquid Infused Porous Surfaces using the lattice-Boltzmann algorithm

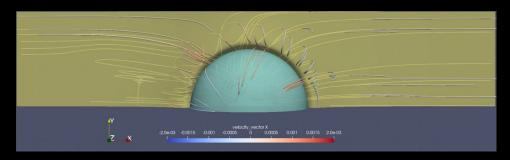
Sirio Orozco-Fuentes<sup>1\*</sup>, Ciro Semprebon<sup>\*</sup>

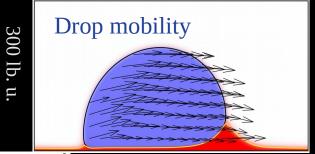
\*Smart Materials & Surfaces Laboratory

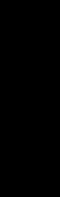
Northumbria University, NE1 8ST, Newcastle upon Tyne, United Kingdom

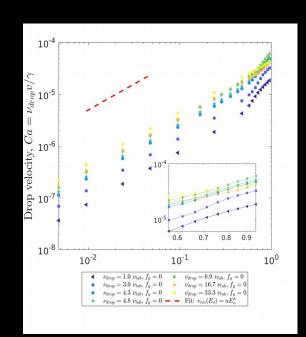


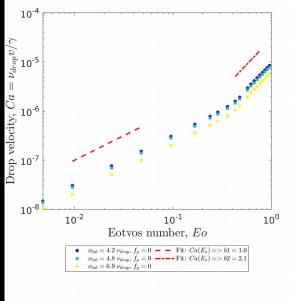


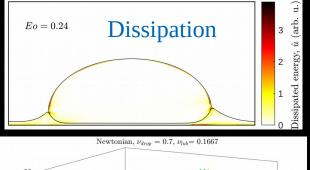


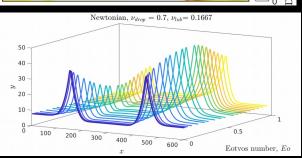






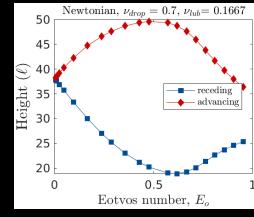








#### Menisci height:

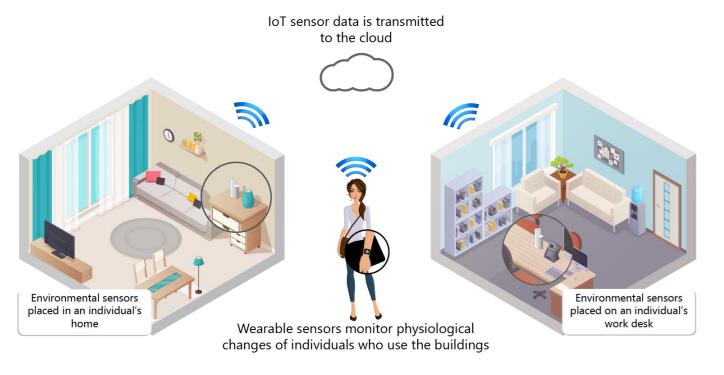


## Research Assistant (2015)



Researched and applied machine learning principles for identifying 3D building assets within open standard Building Information Models.

### Ph.D. Student (2018 - Present)



Currently researching the use of passive Internet of Things sensors, computer science and wearable devices to measure a spectrum of environmental parameters and health pathologies.

Northumbria

University

## CIS Student (2014)



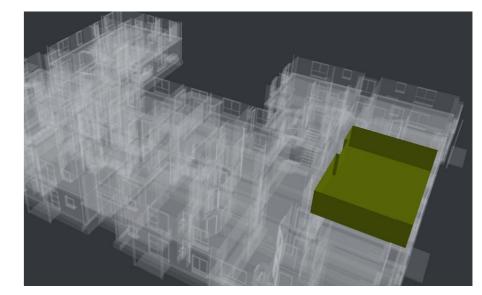


Graham Coulby Senior Technician Faculty of Engineering & Environment

> £ Ellison D104 +44 (0) 191 227 4659

graham.coulby@northumbria.ac.uk

# Computer Scientist / BIM Consultant (2016 - 2018)









Researched and applied machine learning principles for identifying 3D building assets within open standard Building Information Models.

### Senior Technician (Present)



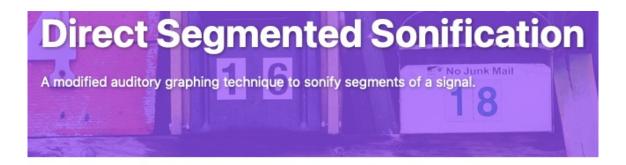


Currently undertaking research and development of a digital sensor platform to transform CIS sensor data into a live research asset. Also providing ongoing technical & research support to CIS.

# **Paul Vickers** – Professor of Computer Science and Sonification

- Languages: Python, Pure Data, Max/MSP, SuperCollider, ...
- Code repositories: GitHub –

   https://github.com/orgs/nuson/,
   https://github.com/projectRadical,
   https://github.com/paulvickers
- Jekyll: for websites –
   https://paulvickers.github.io/,
   https://projectradical.github.io/
- Zenodo: to add DOI to GitHub repositories — DOI 10.5281/zenodo.1007784



#### GitHub

Get this on GitHub



#### DOI 10.5281/zenodo.1007784

In sonification and audification, signals, data sets, or signals to create an auditory display of the data. Audi into digital audio samples and the length of the result

Like audification, auditory graphs maintain the tempo