

Radiant 4

Radiant exitance

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In radiometry, radiant exitance or radiant emittance is the radiant flux emitted by a surface per unit area, whereas spectral exitance or spectral emittance is the radiant exitance of a surface per unit frequency or wavelength, depending on whether the spectrum is taken as a function of frequency or of wavelength. This is the emitted component of radiosity. The SI unit of radiant exitance is the watt per square metre (W/m^2), while that of spectral exitance in frequency is the watt per square metre per hertz ($\text{W}\cdot\text{m}^{-2}\cdot\text{Hz}^{-1}$) and that of spectral exitance in wavelength is the watt per square metre per metre ($\text{W}\cdot\text{m}^{-3}$)—commonly the watt per square metre per nanometre ($\text{W}\cdot\text{m}^{-2}\cdot\text{nm}^{-1}$). The CGS unit erg per square centimeter per second ($\text{erg}\cdot\text{cm}^{-2}\cdot\text{s}^{-1}$) is often used in astronomy. Radiant exitance is often called "intensity" in branches of physics other than radiometry, but in radiometry this usage leads to confusion with radiant intensity.

== Mathematical definitions ==

Radiant heating and cooling

Radiant heating and cooling is a category of HVAC technologies that exchange heat by both

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Radiant heating and cooling is a category of HVAC technologies that exchange heat by both convection and radiation with the environments they are designed to heat or cool. There are many subcategories of radiant heating and cooling, including: "radiant ceiling panels", "embedded surface systems", "thermally active building systems", and infrared heaters. According to some definitions, a technology is only included in this category if radiation comprises more than 50% of its heat exchange with the environment; therefore technologies such as radiators and chilled beams (which may also involve radiation heat transfer) are usually not considered radiant heating or cooling. Within this category, it is practical to distinguish between high temperature radiant heating (devices with emitting source temperature $>\approx 300$ °F), and radiant heating or cooling with more moderate source temperatures. This article mainly addresses radiant heating and cooling with moderate source temperatures, used to heat or cool indoor environments. Moderate temperature radiant heating and cooling is usually composed of relatively large surfaces that are internally heated or cooled using hydronic or electrical sources...

Radiant AI

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The Radiant AI is a technology developed by Bethesda Softworks for The Elder Scrolls video games. It allows non-player characters (NPCs) to make choices and engage in behaviors more complex than in past titles. The technology was developed for The Elder Scrolls IV: Oblivion and expanded in The Elder Scrolls V: Skyrim; it is also used in Fallout 3, Fallout: New Vegas and Fallout 4, also published by Bethesda, with 3 and 4 being developed by them as well. Radiant AI was not present in Bethesda's

most recent title, Starfield. In February 2026, Todd Howard said that while artificial intelligence is "certainly not a fad," Bethesda is "being incredibly cautious" and does not use it for creative generation, such as writing quests or producing art, for upcoming titles including The Elder Scrolls VI.

== Technology ==

The Radiant AI technology, as it evolved in its iteration developed for Skyrim, comprises two parts:

New Radiant S.C.

New Radiant Sports Club is a Maldivian professional football club based in Henveiru, Malé. The club was founded on 19 August 1979 by Ahmed Waheed. New

New Radiant Sports Club is a Maldivian professional football club based in Henveiru, Malé. The club was founded on 19 August 1979 by Ahmed Waheed. New Radiant is the most successful in the Maldives in terms of trophies won and in the international arena. They were semi-finalists of the AFC Cup in 2005, and the only Maldivian club to have progressed beyond the group stage.

New Radiant has won the Dhivehi Premier League six times, FA cup 13 times and the Maldives Cup Winners' Cup four times. They won President's Cup 12 times and POMIS Cup 3 times. In 2019, the Football Association of Maldives suspended New Radiant from all football related activities due to unpaid wages and fines.

== History ==

Radiant (manfra)

Radiant is a French comic book series written and illustrated by Tony Valente. It has been published by Ankama since 2013 and has 19 volumes released

Radiant is a French comic book series written and illustrated by Tony Valente. It has been published by Ankama since 2013 and has 19 volumes released in French as of November 2024. It was later published by the Japanese publisher Euromanga and Asukashinsha in 2015, making it the first manga to be published in Japan. The series has been licensed by Viz Media in English since 2018 and has 18 volumes released. The series received an anime television series adaptation by Lerche that aired on NHK Educational TV from October 2018 to February 2019, followed by a second season aired from October 2019 to February 2020.

== Plot ==

In the world of "El Pharenos", a race of powerful monsters called Nemeses fall from the sky. This race infects every living thing they touch. Any humans who survive their contact become cursed, but also gain the ability to wield the magic power known as "Fantasia", thus becoming Sorcerers. Some Sorcerers use their powers for their own gain while others choose to become heroes and protect normal humans from the Nemeses. But whether good or evil, all Sorcerers are mostly treated with fear and contempt by the common folk. There is also an organization known as the Inquisition...

Radiant Historia

Radiant Historia is a role-playing video game developed by Atlus and Headlock and published by Atlus for the Nintendo DS. It was released in Japan in

Radiant Historia is a role-playing video game developed by Atlus and Headlock and published by

Atlus for the Nintendo DS. It was released in Japan in 2010 and in North America in 2011. An expanded remake for the Nintendo 3DS, titled *Radiant Historia: Perfect Chronology*, was released in Japan in 2017 and in North America and Europe the following year, with the European version being published by Deep Silver.

The game is set on Vainqueur, a continent divided between the warring nations of Alistel and Granorg. Alistel soldier Stocke is chosen to wield the White Chronicle, a tome capable of navigating multiple timelines, so he may prevent Vainqueur's desertification. Stocke and his party explore Vainqueur, fighting enemies on a grid-based battlefield using a turn-based system. Travelling between alternate timelines is a key part of both the storyline and the gameplay, with the number of potential timelines unlocked influencing the ending.

Radiant Historia was developed by a team with staff drawn from both Atlus' *Megami Tensei* series and the tri-Ace title *Radiata Stories*. First proposed by Satoshi Takayashiki in 2007, the base concept underwent several changes due to suggestions from Atlus...

Radiant Entertainment

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Radiant Entertainment, Inc. was an American video game developer based in Los Altos, California. Founded by twin brothers Tom and Tony Cannon in 2011, the company has developed *Stonehearth*, a city-building game, which was released in July 2018 after three years in early access. Radiant was acquired by Riot Games in March 2016 and Radiant's second game, *Rising Thunder*, was canceled during its alpha phase. The game was later replaced by a freeware "community edition" in January

2018.

== History ==

Radiant Entertainment was founded by twin brothers Tom and Tony Cannon. They had previously launched the Evolution Championship Series (Evo), an esports tournament for fighting games, and developed GGPO, a fighting game middleware platform. They were most recently employed as software engineers for VMware but quit their jobs in 2011 to develop video games full-time, founding Radiant in Los Altos, California. The studio launched a crowdfunding campaign via Kickstarter for Stonehearth, a city-building game, in 2013, initially seeking US\$120,000. The funding concluded one month later with a total of \$751,920 pledged by backers. Stonehearth was made available in early access in June 2015 and released...

Radiant Door

Radiant Door is the second EP by the noise pop band Crystal Stilts. It was released in 2011 through Sacred Bones. "Dark Eyes" - 4:17 "Radiant Door" -

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== Track listing ==

"Dark Eyes" - 4:17

"Radiant Door" - 3:11

"Still As the Night" - 3:13

"Low Profile" - 5:05

"Frost Inside the Asylums" - 5:47

Radiant Silvergun

Radiant Silvergun is a shoot 'em up video game developed and published by Treasure. It was originally released in Japanese arcades in 1998 and subsequently

Radiant Silvergun is a shoot 'em up video game developed and published by Treasure. It was originally released in Japanese arcades in 1998 and subsequently ported to the Sega Saturn later that year. The story follows a team of fighter pilots in the far future who are battling waves of enemies summoned by a mysterious crystal dug up from the Earth. The player hosts an arsenal of six different types of shots to choose from, and a sword to destroy nearby targets. The stages are tightly designed to present players with scenarios that can be approached differently with the various weapon types.

Treasure was primarily known for developing action and platform games for home consoles before Radiant Silvergun. Despite the company's concerns about the financial viability of arcade games and the shooter genre, they felt they had a good premise for a game and decided to pursue it. Radiant Silvergun was developed by ten people, with Gonzo outsourced for animated cutscenes. The game was developed for the ST-V arcade board first and later ported to the architecturally similar Sega Saturn. Towards the end of development, the team recruited professional gamers that held high scores in shooters to play...

Fire Emblem: Radiant Dawn

Fire Emblem: Radiant Dawn is a tactical role-playing game developed by Intelligent Systems and published by Nintendo for the Wii home console. It is the

Fire Emblem: Radiant Dawn is a tactical role-playing game developed by Intelligent Systems and published by Nintendo for the Wii home console. It is the tenth entry in the Fire Emblem series, and acts as a direct sequel to the 2005 GameCube title Fire Emblem: Path of Radiance. It was released in 2007 in Japan and North America, and 2008 in Europe and Australia.

Radiant Dawn's plot begins in the war-torn nation of Daein with the main character Micaiah and her allies, the Dawn Brigade, rebelling against the oppressive Begnion Occupational Army. The story is divided into four parts, and changes perspective between different factions within the continent of Tellius. The gameplay is similar to Path of Radiance and previous Fire Emblem titles, with units moving across a grid-based map in turn-based battles, and characters unrelated to the core plot being subject to permanent death if defeated.

Radiant Dawn began development in 2005 for the Wii after the success of Path of Radiance. Continuing the trend of developing for home consoles after a period on portable devices, it was intended to be released close to the Wii hardware's release so as to boost sales for both game and hardware. Radiant...

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