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大学英语 第3册

快速阅读高手

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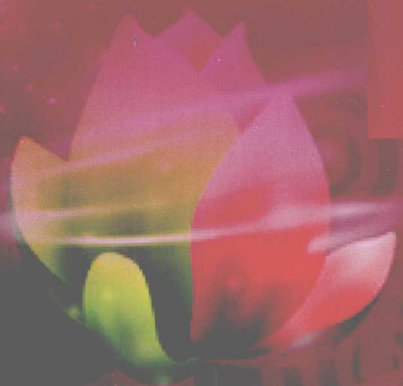
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大学英语快速阅读高手
第 3 册
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前　言

　　学习英语,阅读历来就是一条必不可少的重要途径,这既是提高学习者语言综合能力的手段,也是学习语言的重要目标之一。新一轮的大学英语教学改革特别强调培养学生实际使用英语的能力,尤其是通过多种阅读渠道获取知识和信息的能力。教育部颁布的《大学英语课程教学要求》将大学阶段的英语教学分为三个层次:一般要求、较高要求和更高要求,每个层次都对学生的阅读能力提出了具体而明确的要求。其中对阅读理解能力的一般要求为:"能够基本读懂一般性题材的英文文章,阅读速度达到每分钟70词,在快速阅读篇幅较长、难度略低的材料时,阅读速度达到每分钟100词,能基本读懂国内英文报刊,掌握中心意思,理解主要事实和有关细节。能读懂工作、生活中常见的应用文体的材料。能在阅读中使用有效的阅读方法。"从2006年起,大学英语四、六级考试还增设了"快速阅读"的考试内容。因此,为适应快速阅读的这些新要求,我们组织相关教师编写了《大学英语快速阅读高手》系列教材,一方面积极应对大学英语教学改革,倡导大学英语个性化、自主性学习等学习理念;另一方面帮助广大学生扩大阅读范围,增加词汇量,提高阅读速度,培养独立阅读习惯和阅读能力。

　　《大学英语快速阅读高手》第1册至第4册编写遵循这样的原则:内容新颖,时代感强,选材既有历史、传统的内容,但更注重社会、科技发展的最新信息;体裁和题材多样化,考虑到知识的多样性,文、理、工等内容兼顾;内容富有知识性和趣味性,既注重国外社会、文化的介绍,也增加中国传统文化及风俗的描述,以便增长学习者的多元知识;练习题型多样化,既有四、六级考试快速阅读题型"是非判断"和"句子填空",又设置"多项选择"。本套教材共4册,每册及单元之间由浅入深、由易到难、循序渐进。每单元以话题为线索,选取知识内容相近、体裁不同的阅读材料4篇并设置相关练习。为了便于学习者及时检验自己的阅读情况,教材后面附有参考答案。本教材每单元的内容,一部分可以作为课堂强化训练,一部分可以作为学习者的课后自主练习。

《大学英语快速阅读高手》第 1 册至第 4 册由广西工学院张树德任总主编,各分册采取主编负责制原则。其中第 1 册和第 2 册由河池学院组织相关教师编写,第 3 册和第 4 册由广西工学院组织相关教师编写。各分册的编写人员分别是:第 1 册由谢雨利、龙星源任主编,杨雪静、陆世雄、卢贞媛任副主编;第 2 册由梁荣敏、李晓兰任主编,韦合、罗潇潇、黄薇澈任副主编;第 3 册由黄江生任主编,郑丽萍、李彩霞、袁雄、谭玮任副主编;第 4 册由黄影妮任主编,贺颖、罗萍、覃美静、温颖茜任副主编。

在编写这套教材过程中,我们还得到了河池学院银云忠教授的热情指导和支持。

本教材的编写与出版得到了苏州大学出版社的大力支持,在此,我们谨致以诚挚的谢意!

由于编者水平有限,如有不当之处,衷心希望广大教师同仁和学生提出批评意见和建议,以便今后改进和完善。

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编　者

2010 年 7 月

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Unit One Technology

Directions: You will have 15 minutes to go over each passage quickly and answer the questions. For questions 1—7, choose the best answer from the four choices marked A, B, C and D. For questions 8—10, complete the sentences with the information given in the passage.

Passage 1

3D Technology

By Mark Ward and Ben Drawbaugh

What is 3D technology?

With the unprecedented success of 3D presentations of *Avatar*（阿凡达）in December 2009, followed by the record-breaking opening of Tim Burton's *Alice in Wonderland* in March 2010, 3D technology becomes a popular term in people's life. What is 3D technology? It means three-dimensional technology. This type of technology entails the usage of 3D cubes, which are the "building blocks" for so many of our most beloved 3D possessions. The 3D technology gathering favour is based around stereoscopic（立体的）projection. As its name implies this involves projecting two images. The viewer wears glasses that ensure one image goes to each eye and lets the brain piece the two together to give the sense of solidity.

History of 3D technology

In 1838, Charles Wheatstone invented the world's first stereoscopic viewer based on Renaissance theories of perspective. Constructed of an assortment of angled

mirrors, his invention contained two separate drawings—one for the left eye and one for the right. When both images were observed at the same time, Wheatstone's viewing device produced a stereo image. Wheatstone's device encouraged the beginning of a new era in motion and still photography.

All of this 3D stuff began back in the 386 era when Wolfenstien 3D came out. It was an outrageously popular game for the time, showing people that their lowly PCs can do more than they thought. People were absolutely amazed that PCs could display 3D imagery at interactive frame rates. Even on high powered graphics workstations, you couldn't do that. Well, id(id Software) proved everyone wrong.

The idea behind Wolf 3D(《狼穴3D》) is that all of the walls are spaced evenly on an 8x8 foot grid(格子). In other words, each of the walls had to be aligned to a multiple of 90 degrees, and had to be the same height. These restrictions made it possible to make many assumptions about the engine and make rendering very fast. The floor and ceiling of the environment was not texture mapped, but it was added to the engine in games after it, such as Blake Stone.

Doom(《毁灭战士》) took a radically different approach to rendering the 3 dimensional data. It is a true polygonal(多边形) engine, but it has limitations of its own. These limitations include the inability to tilt (倾斜)the view, and the inability to have walls that are not vertical. Also, you cannot have maps that have more than one level in the same place. Although these limitations are certainly much less than Wolf's, they aren't bad. Doom was a breakthrough in technology.

The application & future of 3D technology

3D Technology Laboratories(3DTL) has a beautiful vision. 3DTL has integrated a volumetric (容积的) display that can satisfy the visualization needs of many industries such as the military, medicine, science, education, engineering, and entertainment. The volumetric cubicle (小隔间) has taken America to the next millennium.

The use of 3D graphics makes for a great experience in a short amount of time. 3D image of human head uses a volumetric cube(立方体) and the human ventricles (脑室)as well. Parts of the body are generated using this method to provide a three-dimensional visual to be able to handle the real thing. With the help of 3D technology surgeons can now see inside the human body, without making an cutting.

3D air-space simulators enable controllers in an airport to view the activity of an airplane in 3D. Visuals of the landing area can prevent airplanes from over shooting their targeted landing area. 3D technology now gives scientist the ability to see viruses in 3D. Movies and games created with 3D technology are extremely interactive and amusing. The popularity of 3D entertainment has been given a boost by a slew of recent films, including science-fiction film *Avatar* and Tim Burton's *Alice in Wonderland*. Several companies are also offering 3D televisions and a 3D video game console will launched soon.

Stereoscopic TVs are available from Samsung, Mitsubishi and Philips. There have also been stereoscopic broadcasts in Japan with more due to follow in China and R. O. Korea. An entire stereoscopic channel is being produced for footage shot(影片拍摄)at the Olympic Games in Beijing.

At R. O. Korea's Gwangju Institute of Science and Technology, researchers used 3D technology to animate(绘制动画片)two children's books of Korean folk tales, complete with writhing dragons and heroes bounding over mountains. Pictures in the books have cues that trigger the 3D animation for readers wearing computer-screen glasses. As the reader turns and tilts the book, the 3D animation moves accordingly.

"It took us about three years to develop the software for this," said Kim Sang-cheol, the team leader of the project. Mr Kim said the technology could be used for any type of book and sees it eventually being used for images displayed over smart phones or at museums to enhance exhibits. But those waiting for 3D books may have a long wait.

"It will take a while to market this technology to the general public," Mr Kim said. He was not sure of the eventual price but thought it would be affordable enough to be mass marketed.

It looks like the future of 3D is firming up.

Conclusion

Like it or not, 3D is coming. The problem right now is very few have had the chance to check out the technology and if you have been lucky enough to see it, it is hard to convey how cool it is to others. On top of this, 3D has a long road ahead because most people think they have seen it because they've tried the stereoscopic movie glasses during a Super Bowl(美国全国橄榄球协会的年度超级杯) Ads. The

other big obstacle is the whole stupid looking glasses argument—which doesn't make that much sense since you'll be wearing them in the privacy of your own home. Now we know that the same technology lovers would never hate on any new technology without experiencing it first hand, but tell your friends and family that something new is coming, and it isn't like anything else they've seen.

From：*http*：//*library. thinkquest. org*

From：*http*：//*www. engadet. com*

1. How can the viewer see the picture in 3D technology?

    A. The viewer needs to imagine in mind.

    B. The viewer wears glasses that ensure one image goes to each eye and lets the brain piece the two images together.

    C. The viewer just uses eyes to observe the picture.

    D. The viewer uses 3D cubes to gather stereoscopic projection.

2. _____ invented the world's first stereoscopic viewer.

    A. Blake Stone   B. Wolfenstien

    C. Doom   D. Charles Wheatstone

3. A new era in motion and still photography started when _____ was invented.

    A. stereoscopic viewer   B. popular PC game

    C. 8x8 foot grid   D. polygonal engine

4. The limitation of Doom's approach is _____.

    A. the inability to tilt the view

    B. the inability to have walls that are not vertical

    C. you cannot have maps that have more than one level in the same place

    D. all of the above

5. _____ has taken America to the next millennium.

    A. 3D Technology   B. *Avatar*

    C. The volumetric cubicle   D. *Alice in Wonderland*

6. Which of the following application of 3D technology is NOT true?

    A. Parts of the body are generated using this method to provide a 3D visual to be able to handle the real thing.

    B. Surgeons can now see inside the human body with making an incision (切

C. 3D technology now gives scientists the ability to see viruses in 3D.

D. Movies and games created with 3D technology are extremely interactive and amusing.

7. Now stereoscopic TVs are available from many companies EXCEPT _____.

A. Samsung C. TCL B. Mitsubishi D. Philips

8. People are doing research on 3D books, but those waiting for them may _____.

9. The future of 3D is _____.

10. The problem of 3D technology right now is very few have had _____.

Passage 2

3G Mobiles

By Adam Blenford and David LaGesse

3G mobiles change social habits

3G is the third generation of mobile phone technology, offering a wide range of high speed mobile services, including video calling and messaging, e-mail, games, photo messaging and information services. Increasing use of 3G mobile phones can change the way people communicate and create new social trends and tribes, a behavioural study has suggested. Bloggers, film-makers and clubbers all benefit from 3G phones, it said.

Researchers studied the phone habits of 10 groups of friends between the ages of 16-35 over six weeks in a range of the UK cities. They identified a range of new behavioural patterns among those using 3G phones, which were free of charge for the duration of the study.

Alfred Tong, one of the report's authors, admitted that allowing free use of the phones encouraged heavy use, but said the study offered a glimpse into a 3G future. "Without the constraints of price, we hope these results illustrate how people will use 3G as the technology spreads," he said. The report's authors called the new

generation of mobile phone users Generation C, with C meaning content.

As well as offering bloggers the chance to post instantly to their own sites, researchers saw 3G phones used as a counterpoint to retailing, socialising, and as a tool for documenting their lives.

Analyst Ben Wood said he welcomed the study, but said that most mobile phone users remain concerned about looks, cost and battery life above all else. "It's very hard to get people to discover these services and to use them," he said. 3G operators were still seeking ways to maximise income from multimedia services without putting off customers.

According to mobile network 3 which commissioned the study, almost two-thirds of current 3G users(62%) are men. It set up the UK's first 3G network and currently boasts 3.6 million customers. But the technology is most popular among the richer 25 - 34 age group, not the 18 - 24 age group often targeted by advertisers. Men used the technical capabilities of their phones more extensively than women, and often adopting fictional personas(角色) to make amateur news reports, called the "Andrew Marr effect" by researchers.

Some women used their phones to take pictures of taxi drivers in an effort to guarantee personal safety. The increasing use of camera and video capabilities has already opened up new opportunities for phone users to contribute to news coverage on TV and online. And the long-history blind date could soon fall out of fashion, if the report's conclusions are correct. More and more people might use 3G phones to check out a potential date before meeting them, or use video calls as part of an interactive dating service. Some exceptionally tech-savvy(精通科技的) young men, the report found, won the hearts of women simply by impressing them with the use of their hi-tech tool, labelled catching by the Future Laboratory.

"What we have seen happen historically is if people start to use new services, especially in some demographic(人口统计的) groups, they are very viral and will spread."

The 4 best Apple iPhone 3G challengers

The BlackBerry Storm, Palm Pre, T-Mobile G1 and Samsung Omnia are worthy Smartphone(智能手机) options. It's been eight months since Apple released the iPhone 3G. That's years in Smartphone time, and a number of potent competitors

have emerged to challenge the groundbreaking iPhone. Consumers now have a good selection of touchscreen phones that have the smarts of a handheld computer. Touchscreens provide added convenience and speed, and all of these handsets come with powerful software and allow users to add other applications.

Each is also tied for now to one carrier in the United States. That keeps their costs at $200 or less(after discounts and with contracts), but also limits their availability to a single network. That alone may make the choice for consumers who need widespread coverage or in specific areas.

Here is a look at the iPhone and its four strongest challengers:

iPhone 3G. Unquestionably still the king of cool, thanks to its sleek design, well-crafted software and unequalled Web surfing. The iPhone has tremendous momentum (势头) in the accompanying App Store, where developers have contributed more than 15,000 programs and users have downloaded more than 500 million. The 3G model allowed the iPhone to tap high-speed networks, but stumbled initially with complaints of slow connections and dropped calls. Those problems appear to have subsided with software updates, but users still complain of short battery life.

BlackBerry Storm. The first touchscreen model from Research in Motion brought added fun to the normally staid BlackBerry(黑莓手机). The phone remains primarily about getting things done with its best-of-class e-mail, messaging, compatibility with Microsoft office files, and battery life. The Storm offers good media software, and its camera can capture video. Overall, its software doesn't match the iPhone's applications for ease-of-use on a touchscreen. An applications store is still in the works. The clickable screen is a gimmick (噱头)without much, if any benefit. The Storm also suffered from initial software problems that have eased somewhat with updates.

Palm Pre. Not even on the market yet, the Pre has generated excitement with demos(演示) of its rounded case, packed hardware features and inventive software. Palm's historic strength is in managing contacts and personal information with easy to use software. The Pre extends that with wireless links that automatically sync(同步) data between phone, Web services such as Blogs and desktop PCs. The new WebOS system also allows easy multitasking by flipping through application "cards". A

hardware keyboard slides out from behind the handset, making the phone a bit thicker than others but a champ for messaging.

T-Mobile G1. The slide-out Qwerty keyboard is the best thing about this handset, which otherwise is about a bet on the future as Google throws its muscle behind a phone system called Android. The hardware suffers from a somewhat heavy look and feel. But the initial software is polished and intuitive. It has built-in links to free Google Web services like e-mail and calendar if no ability to edit office documents. The store for downloading new apps(计算机应用程序) has been slow growing, perhaps because Google only recently allowed paid software, but shows promise with developer support for the phone's open-source approach.

Samsung Omnia. The phone's TouchWiz software puts a friendlier face on Windows Mobile, a powerful software system that is generally more awkward than competitors. TouchWiz enables custom home pages with software widgets that allow easy access to a music player, photos, notepad and/or any of about a dozen other functions. Users otherwise search through menus that, while offering robust features, seem more at home on a desktop than handheld. Windows does provide smooth syncing with desktop software including Outlook and packs strong multimedia capabilities. The phone's 5-megapixel camera with multi-mode shooting also stands out.

From : BBC News website

From : usnews. com

1. A behavioural study suggested 3G mobile phones can change _____.

    A. new social trends and tribes   B. high speed mobile services

    C. benefit from 3G phones   D. the way people communicate

2. The new generation of mobile phone users was nicknamed as _____ by the report's authors.

    A. Generation 3   B. New Generation

    C. Generation C   D. Modern Generation

3. Most mobile phone users remain concerned about _____ instead of the services.

    A. 3G technology   B. looks, cost and battery life

    C. charge for use   D. functions

4. Among the UK's 3.6 million first 3G network customers, male users are about
_____.

    A. 2.2 million   B. 1.4 million   C. 2.5 million   D. 1.6 million

5. The 3G technology advertisers aim at the people whose age group is _____.

    A. 16−35   B. 18−24   C. 25−34   D. 20−30

6. Which of the following description of 3G mobile is correct?

    A. Women used the technical capabilities of their phones more extensively than men.

    B. Women can use their phones as weapons to attack dangerous taxi drivers.

    C. Blind dates may be out of fashion because of the 3G phones.

    D. Young men can win the hearts of women only by 3G technology.

7. Which phone has been complained of slow connections and dropped calls?

    A. BlackBerry Storm.   B. T-Mobile G1.

    C. Samsung Omnia.   D. iPhone 3G.

8. The clickable screen of BlackBerry Storm is only a gimmick _____.

9. Palm's historic strength is in _____
with easy to use software.

10. Besides the powerful software system, Samsung Omnia's _____
with multi-mode shooting also stands out.

Directions: You will have 15 minutes to go over each passage quickly. For questions 1−7, mark Y(for YES) if the statement agrees with the information given in the passage; N(for NO) if the statement contradicts the information given in the passage; NG(for NOT GIVEN) if the information is not given in the passage. For questions 8−10, complete the sentences with the information given in the passage.