

1. Record Nr.	UNISA996465709503316
Titolo	Motion in Games [[electronic resource]] : 4th International Conference, MIG 2011, Edinburgh, United Kingdom, November 13-15, 2011, Proceedings // edited by Jan Allbeck, Petros Faloutsos
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-25090-4
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (XII, 460 p. 202 illus., 174 illus. in color.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 7060
Disciplina	794.8
Soggetti	Optical data processing Application software Artificial intelligence User interfaces (Computer systems) Computer simulation Algorithms Computer Imaging, Vision, Pattern Recognition and Graphics Information Systems Applications (incl. Internet) Artificial Intelligence User Interfaces and Human Computer Interaction Simulation and Modeling Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
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Sommario/riassunto

This book constitutes the proceedings of the 4th International Workshop on Motion in Games, held in Edinburgh, UK, in November 2011. The 30 revised full papers presented together with 8 revised poster papers in this volume were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on character animation, motion synthesis, physically-based character motion, behavior animation, animation systems, crowd simulation, as well as path planning and navigation.

2. Record Nr.	UNICASRML0236495
Autore	VENANZI, Daniela
Titolo	La misurazione delle performances di un centro di profitto : Il caso della filiale di banca / Daniela Venanzi
Pubbl/distr/stampa	Padova, : Cedam, 1989
Descrizione fisica	x,118 p. : tab. ; 24 cm.
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia