1.	Record Nr.	UNINA990006842950403321
	Titolo	Città capitali dell'Europa centrale : politiche e strategie urbane nel nuovo spazio europeo / Sergio Conti ... [et al.] ; a cura di Marco Demarie
	Pubbl/distr/stampa	Torino, : Fondazione Giovanni Agnelli, 1995
	Descrizione fisica	VI, 249 p. ; 29 cm
	Collana	Contributi di ricerca / Fondazione Giovanni Agnelli
	Disciplina	307
	Locazione	ILFGE SES FSPBC
	Collocazione	B-Eu 0064 Papers 5.1995.1 VII D 84
	Lingua di pubblicazione	Italiano Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNISALENTO991002721519707536
	Autore	Aristoteles
	Titolo	Du ciel / Aristote ; texte établi et traduit par Paul Moraux
	Pubbl/distr/stampa	Paris : Les Belles Lettres, 1965
	Descrizione fisica	CXC, 165 p. (1-154 doppie) ; 20 cm
	Collana	Collection des Universités de France. Série grecque
	Altri autori (Persone)	Moraux, Paul
	Lingua di pubblicazione	Francese Greco antico
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

3.	Record Nr.	UNINA9911015868103321
	Autore	Vince John
	Titolo	Mathematics for Computer Graphics / / by John Vince
	Pubbl/distr/stampa	London : , : Springer London : , : Imprint : Springer, , 2025
	ISBN	1-4471-7550-6
	Edizione	[7th ed. 2025.]
	Descrizione fisica	1 online resource (667 pages)
	Collana	Undergraduate Topics in Computer Science, , 2197-1781
	Disciplina	006.60151
	Soggetti	Computer graphics Computer science - Mathematics Computer Graphics Mathematical Applications in Computer Science
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1.Introduction -- Chapter 2.Numbers -- Chapter 3.Algebra -- Chapter 4.Trigonometry -- Chapter 5.Coordinate Systems -- Chapter 6.Determinants -- Chapter 7.Vectors -- Chapter 8.Matrices -- Chapter

	9.Complex Numbers -- Chapter 10.Geometric Transforms -- Chapter 11.Quaternion Algebra -- Chapter 12.Quaternions in Space -- Chapter 13.Interpolation -- Chapter 14.Curves and Patches -- Chapter 15. Analytic Geometry -- Chapter 16.Statistics -- Chapter 17.Barycentric Coordinates -- Chapter 18.Geometric Algebra -- Chapter 19.Calculus: Derivatives -- Chapter 20.Calculus: Integration -- Chapter 21.Fourier Series -- Chapter 22.Worked Examples.
Sommario/riassunto	John Vince explains a comprehensive range of mathematical techniques and problem-solving strategies associated with computer games, computer animation, special effects, virtual reality, CAD and other areas of computer graphics in this completely revised and expanded seventh edition. The first five chapters cover a general introduction, number sets, algebra, trigonometry and coordinate systems, which are employed in the following chapters on determinants, vectors, matrix algebra, complex numbers, geometric transforms, quaternion algebra, quaternions in space, interpolation, statistics, curves and patches, analytical geometry and barycentric coordinates. Following this, the reader is introduced to the relatively new subject of geometric algebra, followed by two chapters that introduce differential and integral calculus. Finally, there are chapters on Fourier analysis and Worked examples. Mathematics for Computer Graphics covers all of the key areas of the subject, including: • Number sets • Algebra • Trigonometry • Complex numbers • Coordinate systems • Determinants • Vectors • Quaternions • Matrix algebra • Geometric transforms • Interpolation • Curves and surfaces • Analytic geometry • Statistics • Barycentric coordinates • Geometric algebra • Differential calculus • Integral calculus • Fourier analysis This seventh edition contains approximately 200 worked examples and over 350 colour illustrations, which are central to the author’s descriptive writing style. Mathematics for Computer Graphics provides a sound understanding of the mathematics required for computer graphics software and setting the scene for further reading of more advanced books and technical research papers.