1. **Record Nr.** UNINA990008229950403321

   Titolo La riforma delle autonomie locali : quale sistema informativo? / a cura della Provincia di Milano

   Pubbl/distr/stampa Milano : FrancoAngeli, c1992

   ISBN 88-204-7325-9

   Descrizione fisica 215 p. ; 22 cm

   Disciplina 352.9

   Locazione DDA

   Collocazione VI G 725

   Lingua di pubblicazione Italiano

   Formato Materiale a stampa

   Livello bibliografico Monografia

2. **Record Nr.** UNINA9910451311503321

   Titolo Management research in East and West [[electronic resource] /] / guest editors Rolv Petter Amdam and Rainhart Lang

   Pubbl/distr/stampa Bradford, : Emerald Group Press, c2007

   ISBN 1-280-92909-X
   9786610929092
   1-84663-469-5

   Descrizione fisica 1 online resource (111 p.)

   Collana Baltic Journal of Management ; ; 2, no. 2

   Altri autori (Persone) AmdamRolv Petter
   LangRainhart

   Disciplina 303.4
   303.4/83
   658.0072

   Soggetti Management - Research
   Operations research
   Electronic books.

   Lingua di pubblicazione Inglese

   Formato Materiale a stampa

   Livello bibliografico Monografia

Note generali	Description based upon print version of record.
Nota di contenuto	Cover; CONTENTS; EDITORIAL ADVISORY BOARD; Guest editorial; The impact of ownership concentration, and identity on company performance in the US and in Central and Eastern Europe; Evaluating performance of Nordic and Baltic stock exchanges; The internationalization of family SME; Under what conditions do subsidiaries learn?; Individual correlates of organizational commitment and intention to leave the organization; Improving motivation among health care workers in private health care organizations; Book review
Sommario/riassunto	Management research has a long tradition rooted in the early 20th century of the Western hemisphere, but as Hofstede has put it, "in a global perspective, US management theories contain several idiosyncrasies not necessarily shared elsewhere." The rise of Japanese management and "postmodern" organizations in China and Korea has led to more diversity in management practice and research. Moreover, with the fall of the iron curtain, new developments in the management of the "East European capitalism" may also contribute to other and alternative approaches in management research. This e-book of th

3.	Record Nr.	UNINA9910781789503321
	Autore	Moore Richard J
	Titolo	Unreal development kit 3 [[electronic resource]] : beginner's guide : a fun, quick, step-by-step buide to level design and creating your own game world / / Richard Moore
	Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2011
	ISBN	1-283-30845-2
		9786613308450
		1-84969-053-7
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (244 p.)
	Collana	Learn by doing: less theory, more results
	Disciplina	006.37
		794.81526
	Soggetti	Video games - Programming
		UnrealScript (Computer program language)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

Note generali	"Learn by doing : less theory, more results"--Cover. Includes index.
Nota di bibliografia	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Level Design HQ; Time for action - UDK download and installation; UDK folder structure; Time for action - launching the editor; Autosave; Content browser; Time for action - movement and rotation; Navigation; UDK; WASD key navigation; MAYA users; BSP; Why use BSP?; Can I use static meshes to create my map without using BSP?; Dominance of static meshes; Brushes only, no static meshes; Brushes and static meshes; Time for action - using BSP brushes and static meshes Additive and subtractiveAdditive; Subtractive; Unreal scale and proportions; Grid snapping; Viewport options; Summary; Chapter 2: Hello UDK; Your first map; Time for action - setup, where to save the file, what to name it; Why CSG?; Time for action - the builder brush and our first cube; Subtractive; Brush Order; Time for action - geometry editing tool; Time for action - building our first room; Time for action - placing lights and a player start; Time for action - creating a hallway and a second room; Time for action - applying materials to CSG surfaces; Surface Properties Time for action - test map and add botsSummary; Chapter 3: Applying Lighting Effects; Directional lights; Point lights; Spotlights; Skylights; Time for action - different types of light; Point lights; Spotlights; Directional lights; Skylights; Time for action - lightmaps; Time for action - adjusting lightmaps on CSG surfaces; Time for action - lightmaps on static meshes; Summary; Chapter 4: Battling the Elements; Time for action - the basics; Time for action - add a new particle emitter; Time for action - the smoke example; Time for action - adding height fog; Setting parameters; Uses Atmospheric hazeLocalized fog; Dense haze; Time for action - creating the surface; Time for action - water volumes; Time for action - underwater; Summary; Chapter 5: Movement with Movers; Time for action - a basic elevator/door; Time for action - elevators UT style; Time for action - a continuously looping animation; Time for action - a continuously rotating animation; Time for action - attaching something; Summary; Chapter 6: Terrain; Time for action - your first terrain; Time for action - applying materials; Time for action - light mapping; Summary Chapter 7: Adding Gameplay Elements into your MapAdding gameplay elements; Time for action - naming your map; Time for action - adding a player start; Time for action - play in editor; Time for action - placing pickups; Time for action - placing weapons; Time for action - placing jump pads; Time for action - adding other game object types; Bot pathing; Time for action - adding path nodes; Summary; Chapter 8: Complex Event Sequences; Time for action - a simple sequence; Time for action - basic UIScene; Time for action - basic cut scene; Summary; Chapter 9: Materials; What is a material? Time for action - creating a new material
Sommario/riassunto	A fun, quick, step by step guide to level design and creating your own game world.