

1.	Record Nr.	UNINA990009108280403321
	Autore	Cronin, Thomas E.
	Titolo	Rethinking the presidency / Thomas E. Cronin
	Pubbl/distr/stampa	Boston : Little, Brown and Company, 1982
	ISBN	0316161519
	Descrizione fisica	IX, 388 p. ; 24 cm
	Locazione	DEC
	Collocazione	DP I-282
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNISALENTO991003106349707536
	Autore	Convegno storico savonese <7. ; 1995 ; Savona>
	Titolo	Mediterraneo e capitalismo : 7. convegno storico savonese : journées braudeliennes 3. / Società savonese di storia patria
	Pubbl/distr/stampa	Savona : [s.n.], 1996-1997
	Descrizione fisica	VI, 265 p. ; 24 cm
	Collana	Atti e memorie / Società savonese di storia patria. Nuova serie ; 32-33
	Altri autori (Enti)	Società savonese di storia patriaauthor
	Disciplina	330.9
	Soggetti	Paesi mediterranei - Economia - Storia
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

3. Record Nr.	UNINA9910144925503321
Titolo	Creating Personalities for Synthetic Actors [[electronic resource]] : Towards Autonomous Personality Agents // edited by Robert Trappl, Paolo Petta
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 1997
ISBN	3-540-68501-4
Edizione	[1st ed. 1997.]
Descrizione fisica	1 online resource (IX, 259 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 1195
Disciplina	006.6/96
Soggetti	Artificial intelligence Computer graphics Multimedia systems Computers and civilization Artificial Intelligence Computer Graphics Multimedia Information Systems Computers and Society
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Why to create personalities for synthetic actors -- Dressing virtual humans -- Autonomous virtual actors based on virtual sensors -- Towards personalities for animated agents with reactive and planning behaviors -- IMPROV: A system for real-time animation of behavior-based interactive synthetic actors -- Multi-level control for animated autonomous agents: Do the right thing... Oh, not that... -- Tools for an interactive virtual cinema -- Acting in character -- Some requirements and approaches for natural language in a believable agent -- Personality parameters and programs -- What sort of control system is able to have a personality? -- Personalities for synthetic actors: Current issues and some perspectives -- Personalities for synthetic actors: A bibliography.
Sommario/riassunto	Progress in computer animation has gained such a speed that, before long, computer-generated human faces and figures on screen will be

indistinguishable from those of real humans. The potential both for scripted films and real-time interaction with users is enormous. However, in order to cope with this potential, these faces and figures must be guided by autonomous personality agents. This carefully arranged volume presents the state of the art in research and development in making synthetic actors more autonomous. The papers describe the different approaches and solutions developed by computer animation specialists, computer scientists, experts in AI, psychologists and philosophers, from leading laboratories world-wide. Finally, a bibliography comprising more than 200 entries enable further study.
