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| 1. | Record Nr. | UNINA9910481847603321 |
| | Autore | Leeuwenhoek Antoni van <1632-1723.> |
| | Titolo | Ontledingen en ontdekkingen van de cinnaber naturalis, en bus-poeder; van het maaksel van been en huyd; ... Vervat in verscheide brieven, geschreven aan de Wyd-vermaarde Koninglyke Wetenschap-zoekende Societeit tot Londen. Door Antoni van Leeuwenhoek. .
[[electronic resource]] |
| | Pubbl/distr/stampa | Leiden, : Cornelis Boutesteyn, 1686 |
| | Descrizione fisica | Online resource (109, [1] pages., 4to.) |
| | Lingua di pubblicazione | Olandese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Reproduction of original in Biblioteca Nazionale Centrale di Firenze. |
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| 2. | Record Nr. | UNINA9910133727503321 |
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| | Titolo | Designing adaptive virtual worlds // Ning Gu, Mary Lou Maher; managing editor, Monika Michaowicz; asociate editor, Davina Jackson; language editor, Andrew Kerber |
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| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Nota di bibliografia | Includes bibliographical references and index. |
| | Nota di contenuto | Front matter -- Contents -- Part I: Introduction -- 1 Introduction -- 2 |

Virtual Worlds -- Part II: Rule-based Place Design in 3D Virtual Worlds
-- 3 Generative Design Grammars -- 4 Generative Design Agents --
Part III: An Adaptive Virtual Gallery -- 5 A Generative Design Grammar
for a Virtual Gallery -- 6 An Adaptive Virtual Gallery -- Part IV: The
Future of Adaptive Virtual Worlds -- 7 The Future and Impact of
Adaptive Places -- List of Figures -- Index

Sommario/riassunto

Designing adaptive virtual worlds takes the design of places for education, entertainment, online communities, business, and cultural activities in 3D virtual worlds to a new level. The place metaphor provides a rich source of styles and examples for designing in 3D virtual worlds. This book is one of the first design books in the field showing how those styles can be captured in a design grammar so that unique places can be created through computational agents responding to the changing needs of the people in the virtual world. Applying the techniques introduced in this book has immediate implications on the design of games and functional places in existing virtual world platforms such as Second Life, OpenSim and Active Worlds as well as future virtual worlds in which the boundaries between digital and physical environments blur.
