

1. Record Nr.	UNINA9910143566003321
Autore	Mundy Bradford P. <1938->
Titolo	Name reactions and reagents in organic synthesis [[electronic resource] /] / Bradford P. Mundy, Michael G. Ellerd, Frank G. Favalaro
Pubbl/distr/stampa	Hoboken, N.J., : Wiley, c2005
ISBN	0-471-73987-1 1-280-27688-6 9786610276882 1-60119-634-2 0-471-73986-3
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (900 p.)
Altri autori (Persone)	EllerdMichael G FavaloroFrank G
Disciplina	541.39 541/.39 547.2
Soggetti	Chemical reactions Chemical tests and reagents Organic compounds - Synthesis
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes bibliographical references and index.
Nota di contenuto	NAME REACTIONS AND REAGENTS IN ORGANIC SYNTHESIS; CONTENTS; Acronyms and Abbreviations; Name Reactions; Name Reagents and Acronyms; Index
Sommario/riassunto	This Second Edition is the premier name resource in the field. It provides a handy resource for navigating the web of named reactions and reagents. Reactions and reagents are listed alphabetically, followed by relevant mechanisms, experimental data (including yields where available), and references to the primary literature. The text also includes three indices based on reagents and reactions, starting materials, and desired products. Organic chemistry professors, graduate students, and undergraduates, as well as chemists working in industrial, government, and other laboratories, will all find

2. Record Nr.	UNINA9910162825103321
Autore	Solarski Chris, author
Titolo	Interactive stories and video game art : a storytelling framework for game design // Chris Solarski
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2017 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781315401201 1315401207 9781787850125 1787850129 9781315401225 1315401223 9781315401218 1315401215
Edizione	[1st ed.]
Descrizione fisica	1 online resource (221 pages)
Disciplina	794.8/1536
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	An A.K. Peters book--title page.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	section 1. Primary shapes and dynamic composition -- section 2. The dramatic curve and transitions.
Sommario/riassunto	"The success of storytelling in games depends on the entire development team-game designers artists writers programmers and musicians etc.-working harmoniously together towards a singular artistic vision. Interactive Stories and Video Game Art is first to define a common design language for understanding and orchestrating interactive masterpieces using techniques inherited from the rich history of art and craftsmanship that games build upon. Case studies of hit games like The Last of Us Journey and Minecraft illustrate the vital components needed to create emotionally-complex stories that are

mindful of gaming's principal relationship between player actions and video game aesthetics. This book is for developers of video games and virtual reality filmmakers gamification and transmedia experts and everybody else interested in experiencing resonant and meaningful interactive stories."

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