1. Record Nr.   UNISA990002937320203316

   Autore   ULLMANN, Fritz

   Titolo   2 : Plant and process design

   Pubbl/distr/stampa Weinheim : Wiley-VCH, copyr. 2005

   ISBN   3-527-31111-4

   Descrizione fisica XVI, P. 873-1381 : ill. ; 25 cm

   Disciplina   660

   Soggetti   Ingegneria chimica
                       Impianti chimici - Progettazione
                       Processi chimici

   Collocazione   660 ULL 2
                       660 ULL 1 1

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

2.	Record Nr.	UNINA9910465161703321
	Autore	Verbin N (Nehama), <1968->
	Titolo	Divinely abused [[electronic resource]] : a philosophical perspective on Job and his kin / / N. Verbin
	Pubbl/distr/stampa	London ; ; New York, : Continuum, c2010
	ISBN	9786613207470
		1-4411-8493-7
		1-283-20747-8
	Descrizione fisica	1 online resource (179 p.)
	Disciplina	223.106
	Soggetti	Religion - Philosophy
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Contents; Acknowledgments; Introduction; 1. WHAT IS ABUSE?; 2. DIVINE ABUSE; 3. THE WAY OUT: FROM ABUSE TO SUFFERING; 4. FORGIVENESS; 5. FORGIVING GOD; Conclusion; Bibliography; Index
	Sommario/riassunto	Divinely Abused engages with the logical features of the experience of divine abuse and the religious difficulties to which it gives rise. Taking Job's trial as a test case, Verbin explores the relation between Job's manner of understanding and responding to his misfortunes and the responses of others such as rabbi Aqiva, Kierkegaard and Simone Weil. She discusses the religious crisis to which the experience of divine abuse gives rise and the possibility of sustaining a minimal relationship with the God who is experienced as an abuser by means of forgiving God.

3.	Record Nr.	UNINA9910254760203321
	Autore	Jackson Wallace
	Titolo	VFX Fundamentals : Visual Special Effects Using Fusion 8.0 / / by Wallace Jackson
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
	ISBN	9781484221310 1484221311
	Edizione	[1st ed. 2016.]
	Descrizione fisica	1 online resource (XXIV, 322 p. 250 illus. in color.)
	Disciplina	006.6
	Soggetti	Computer graphics Multimedia systems Computer Graphics Media Design
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index. Place of publication from publisher's website (viewed September 19, 2016).
	Nota di contenuto	Chapter 1: Visual Effects: Setup Your VFX Content Workstation -- Chapter 2: The Foundation of Raster for VFX: Pixels, Color and Alpha -- Chapter 3: The Foundation of Motion for VFX: Frames and Codecs -- Chapter 4: The Foundation of Audio for VFX: MIDI, Wave and Sample -- Chapter 5: The Foundation of 2D Vector for VFX: Point, Path and SVG -- Chapter 6: The Foundation of 3D Vector for VFX: Models and OpenGL -- Chapter 7: Professional VFX Software: Blackmagic Design Fusion -- Chapter 8: VFX Pipeline Composition: Using the Flow Node Editor -- Chapter 9: VFX Pipeline Animation: Using the Timeline Editor -- Chapter 10: VFX Pipeline Motion Control: Using the Spline Editor -- Chapter 11: VFX Pipeline Pixel Isolation: Using Animated Polyline Masking -- Chapter 12: VFX Pipeline Automated Masking: Matte Generators -- Chapter 13: VFX Pipeline Pixel Tracking: Using Motion Tracking -- Chapter 14: VFX Pipeline 3D Production: Compositing 3D Assets -- Chapter 15: VFX Pipeline 3D Rendering: Shader, Material and Texture -- Chapter 16: VFX Pipeline 3D Modeling: 3D Text Title Creation -- Chapter 17: VFX Pipeline 3D Animation: 3D Text Titling

Modifiers -- Chapter 18: Advanced VFX Pipeline Effects: 3D Particle Systems -- Chapter 19: Advanced VFX Pipeline Physics: 3D Particle Physics -- Chapter 20: Advanced Interactive VFX: i3D Content Publishing -- .

Sommario/riassunto	Learn concepts central to visual special effects using the free Blackmagic Design Fusion 8 software package. You'll discover foundational background information on concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio. VFX Fundamentals builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting, and therefore expands on the other new media fundamentals titles in the New Media Fundamentals series, written by Wallace Jackson. VFX Fundamentals builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting, and therefore expands on the other new media fundamentals titles in the New Media Fundamentals Series, written by Wallace Jackson. VFX Fundamentals covers topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 ultra keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics. You will learn: The new media components (raster, vector, audio, video, rendering) needed for VFX The concepts behind the digital VFX content production workflow How to install and utilize Blackmagic Design Fusion 8 and its visual programming language Concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion tracking 3D VFX concepts such as 3D geometry, materials, lighting, animation, and auxiliary channels Advanced VFX concepts such as particle systems animation using real-world physics .