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Titolo	Writing Virtual Environments for Software Visualization // by Clinton Jeffery, Jafar Al-Gharaibeh
Pubbl/distr/stampa	New York, NY : , : Springer New York : , : Imprint : Springer, , 2015
ISBN	1-4614-1755-4
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (164 p.)
Disciplina	004 006.37 006.6 620 621.382
Soggetti	Signal processing Image processing Speech processing systems Optical data processing Mathematics Visualization Signal, Image and Speech Processing Image Processing and Computer Vision
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.
Nota di contenuto	Introduction -- Visualization Principles and Techniques -- Software Instrumentation and Data Collection -- Visualizing Aspects of Program Behavior -- Integrating Multiple Views -- Sharing Visualizations across a Network -- An Overview of Virtual Environments -- Virtual Worlds Graphics and Modeling -- Non-Player Characters and Quests -- Dynamic Texturing in Virtual Environments -- Embedding Visualizations in a Virtual Environment.
Sommario/riassunto	This book describes the software for creating networked, 3D multi-user virtual environments that allow users to create and remotely share visualizations of program behavior. The authors cover the major features of collaborative virtual environments and how to program

them in a very high level language, and show how visualization can enable important advances in our ability to understand and reduce the costs of maintaining software. The book also examines the application of popular game-like software technologies.

- Discusses the acquisition of program behavior data to be visualized
- Demonstrates the integration of multiple 2D and 3D dynamic views within a 3Dscene
- Presents the network messaging capabilities to share those visualizations.
