1. Record Nr. UNINA9910814861503321

Autore	Lanham Micheal
Titolo	Augmented reality game development : create your own augmented reality games from scratch with Unity 5 / / Micheal Lanham
Pubbl/distr/stampa	Birmingham, [England] : , : Packt, , 2017 ©2017
Edizione	[1st edition]
Descrizione fisica	1 online resource (326 pages) : illustrations
Disciplina	794.81526
Soggetti	Video games - Programming Video games - Design Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Sommario/riassunto	Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokémon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-

based augmented reality games is upon us. They have been around for a few years, but the release of Pokémon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to...

2. Record Nr. UNINA9910891996703321

Titolo	Inquerito de indicadores multiplos e de saude (IIMS) : relatorio final / Instituto Nacional de Estatistica (INE), Ministerio da Saude (MINSA), The DHS Program, ICF
Pubbl/distr/stampa	Luanda, Angola, : Instituto Nacional de Estatistica, Junho de 2017-
Descrizione fisica	Online-Ressource
Disciplina	310 330
Soggetti	Zeitschrift
Lingua di pubblicazione	Portoghese
Formato	Materiale a stampa
Livello bibliografico	Periodico

3. Record Nr. UNINA9910349309603321

Titolo	Computing and Combinatorics : 25th International Conference, COCOON 2019, Xi'an, China, July 29–31, 2019, Proceedings / / edited by Ding-Zhu Du, Zhenhua Duan, Cong Tian
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-26176-X
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XIII, 678 p. 493 illus., 35 illus. in color.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 11653
Disciplina	005.10685 005.1
Soggetti	Algorithms Computer science - Mathematics Discrete mathematics Artificial intelligence - Data processing Numerical analysis Artificial intelligence Computer graphics Discrete Mathematics in Computer Science Data Science Numerical Analysis Artificial Intelligence

	Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Algorithm design -- Approximation algorithm -- Graph theory -- Complexity theory -- Problem solving -- Optimization -- Computational biology -- Computational learning -- Communication network -- Logic -- Game theory.
Sommario/riassunto	This book constitutes the proceedings of the 25th International Conference on Computing and Combinatorics, COCOON 2019, held in Xi'an, China, in July 2019. The 55 papers presented in this volume were carefully reviewed and selected from 124 submissions. The papers cover various topics, including algorithm design, approximation algorithm, graph theory, complexity theory, problem solving, optimization, computational biology, computational learning, communication network, logic, and game theory.