

| | |
|-------------------------|---|
| 1. Record Nr. | UNINA9910811719403321 |
| Autore | Johnston Steven |
| Titolo | Wonder and cruelty : ontological war in It's a wonderful life / / Steven Johnston |
| Pubbl/distr/stampa | Lanham : , : Lexington Books, , [2019] ©2019 |
| ISBN | 1-4985-8363-6 |
| Descrizione fisica | 1 online resource (114 pages) |
| Collana | Politics, literature, and film |
| Disciplina | 791.43/72 |
| Soggetti | Politics in motion pictures Identity (Psychology) in motion pictures |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | A tale of two films: it was the story I had been looking for all my life -- Ontological context: George Bailey: yes, tonight's his crucial night -- Eternal return: I'm leaving right now, this is my last chance -- The gentle face of transcendental terrorism: you see, George, you really had a wonderful life -- Responsible subjectivity: George Bailey, I'll love you till the day I die -- The day after: what are you but a warped, frustrated young man? -- The specter of Pottersville: you'll see a lot of strange things from now on -- Wonder and cruelty: get me back. I don't care what happens to me -- Romance or tragedy? to my big brother, George, the richest man in town. |

| | |
|-------------------------|--|
| 2. Record Nr. | UNINA9910814243403321 |
| Autore | Karamian Vahe |
| Titolo | Building an RPG with Unity 2018 : leverage the power of Unity 2018 to build elements of an RPG // Vahe Karamian |
| Pubbl/distr/stampa | Birmingham : , : Packt, , 2018 |
| Edizione | [Second edition.] |
| Descrizione fisica | 1 online resource (366 pages) |
| Disciplina | 794.81525 |
| Soggetti | Computer games - Programming Computer games - Design |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Sommario/riassunto | <p>Build a high-end, multiplayer role-playing game (RPG) from scratch with C# and Unity 2018 Key Features Get insights into Unity's user interface (UI) system and build UIs for your RPG Implement artificial intelligence (AI) to build intelligent entities that take your game to the next level Develop multiplayer features for an RPG using Unity 2018</p> <p>Book Description In a role-playing game (RPG), users control a character, usually in the game's imaginary universe. Unity has become a top choice for developers looking to create these kinds of immersive RPGs. Building an RPG with Unity 2018, based on building some of the most common RPG features, teaches you tips, tricks, and techniques that can be applied to your own game. To start with, the book guides you through the fundamentals of role-playing games. You will learn the necessary aspects of building an RPG, such as structuring the game environment, customizing characters, controlling the camera, and designing other attributes such as inventory and weapons. You will also explore designing game levels by adding more features. Once you have understood the bigger picture, you will understand how to tackle the obstacles of networking in Unity and implement multiplayer mode for your RPG games. By the end of the book, you will be able to build upon the core RPG framework elements to create your own immersive games.</p> <p>What you will learn</p> <p>Construct a framework for inventory, equipment,</p> |

characters, enemies, quests, and game events Understand how to load and unload scenes and assets Create multiplayer game settings for your RPG Design a UI for user input and feedback Implement AI for non-character players Customize your character at runtime Who this book is for Building an RPG with Unity 2018 is for you if you are a programmer interested in developing and further enhancing your skills when developing RPGs in Unity 2018. This book does not cover the basics of Unity, and so is for intermediate or more advanced users.

3. Record Nr.

UNINA9910416143303321

Titolo

Liquid Crystalline Polymers / / edited by Lei Zhu, Christopher Y. Li

Pubbl/distr/stampa

Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020

ISBN

3-030-43350-1

Edizione

[1st ed. 2020.]

Descrizione fisica

1 online resource (369 illus., 203 illus. in color. eReference.)

Collana

Polymers and Polymeric Composites: A Reference Series, , 2510-3466

Disciplina

530.429

Soggetti

Polymers
Magnetism
Optical materials
Materials - Analysis
Optical Materials
Characterization and Analytical Technique

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Nota di bibliografia

Includes bibliographical references and index.

Nota di contenuto

Part I: Synthesis, Self-Assembly, and Dynamics -- Structure and Assembly of Liquid Crystalline Block Copolymers -- Columnar Phase-Forming Polymers -- Liquid Crystalline Polymers Derived from Disc-Shaped Molecules -- Mesogen-Jacketed Liquid Crystalline Polymers: Molecular Design and Synthesis -- Supramolecular Self-Assembly of Discotic Liquid Crystalline LEGOs -- Structure and Dynamics of Liquid Crystalline Polymers -- Highlighting Solid-Like Behaviours in Liquid State of Polymers, Liquid Crystals, Glass Formers and Molecular Fluids

-- Part II: Functional Liquid Crystalline Polymers and Applications --
Anisotropic Liquid Crystal Networks from Reactive Mesogens -- Liquid Crystalline Conjugated Polymers with Optoelectronic Functions --
Liquid Crystalline Conjugated Polymers -- New Stimuli Responsive Liquid Crystalline Polymer Architectures -- Characterizations of Nanocomposites of Liquid Crystalline Polymers -- Fullerene Liquid Crystals -- Photodeformable Crosslinked Liquid Crystalline Polymers -- LightSensitive Azobenzene Containing Liquid Crystalline Polymers -- Photoresponsive Liquid Crystalline Polymers -- Photoactive Liquid Crystalline Polymers -- Photoalignment of Liquid Crystal Molecules using Fluorine-Containing Polyimides -- Highly Flame-Retardant Liquid Crystalline Polymers -- Gas Permeation and Barrier Properties of Liquid Crystalline Polymers.

Sommario/riassunto

This book provides a comprehensive overview of various self-assemblies in liquid crystalline polymers and their electrical, optical, mechanical, and flame retardant properties. Liquid crystalline polymers are unique self-assembled, functional soft materials with electrical, magnetic, and thermal responses which find potential applications in numerous areas. As well as providing an overview of their synthesis, self-assembly and dynamics the various applications are also discussed. Such applications as liquid crystalline elastomers, light responsive actuators, optical reflectors, gas barrier films, and even flame retardant polymers will be presented. The book is a useful resource for undergraduates, postgraduates and experienced researchers.
