

1. Record Nr.	UNINA9910453342803321
Titolo	Judaism, liberalism, and political theology // edited by Randi Rashkover & Martin Kavka
Pubbl/distr/stampa	Bloomington : , : Indiana University Press, , [2014] ©2014
ISBN	0-253-01032-2 0-253-01039-X
Descrizione fisica	1 online resource (367 p.)
Altri autori (Persone)	RashkoverRandi KavkaMartin
Disciplina	296.382
Soggetti	Judaism and politics Liberalism Theological anthropology - Judaism Jewish ethics 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	part 1. Judaism and liberalism -- part 2. Messianism, miracle, and power -- part 3. Ethics, law, and the universal -- part 4. The Mosaic distinction.
Sommario/riassunto	"Judaism, Liberalism, and Political Theology provides the first broad encounter between modern Jewish thought and recent developments in political theology. In opposition to impetuous associations of Judaism and liberalism and charges that Judaism cannot engender a universal political order, the essays in this volume propose a new and richly detailed engagement between Judaism and the political. The vexed status of liberalism in Jewish thought and Judaism in political theology is interrogated with recourse to thinking from across the Continental tradition."--Page [4] of cover.

2. Record Nr.	UNINA9910956284503321
Autore	Eisemann Elmar, author
Titolo	Real-time shadows // Elmar Eisemann. [et al.]
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2016 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	1-04-016227-4 0-429-10469-3 1-4398-6769-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (399 p.)
Disciplina	006.6/96
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.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front cover; Dedication; Contents; Preface; CHAPTER 1. Introduction; CHAPTER 2. Basic Shadow Techniques; CHAPTER 3. Shadow-Map Aliasing; CHAPTER 4. Shadow-Map Sampling; CHAPTER 5. Filtered Hard Shadows; CHAPTER 6. Image-Based Soft-Shadow Methods; CHAPTER 7. Geometry-Based Soft-Shadow Methods; CHAPTER 8. Image-Based Transparency; CHAPTER 9. Volumetric Shadows; CHAPTER 10. Advanced Shadow Topics; CHAPTER 11. Conclusion; APPENDIX A. Down the Graphics Pipeline; APPENDIX B. Brief Guide to Graphics APIs; APPENDIX C. A Word on Shading; APPENDIX D. Fast GPU Filtering Techniques APPENDIX E. More For Less: Deferred Shading and Upsampling APPENDIX F. Symbols; Bibliography; Index; Back cover
Sommario/riassunto	Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow

techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows. The book explains the basics as well as many advanced aspects related to the domain
