

1. Record Nr.	UNINA9910457245803321
Autore	Omura George
Titolo	Mastering autodesk VIZ 2007 [[electronic resource] /] / George Omura, Scott Onstott, Jon McFarland
Pubbl/distr/stampa	San Francisco, : Wiley Publishing, Inc., c2006
ISBN	1-280-64967-4 9786610649679 0-470-11270-0
Descrizione fisica	1 online resource (962 p.)
Altri autori (Persone)	OnstottScott McFarlandJon
Disciplina	620.00420285536 720.2840285536
Soggetti	Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Mastering Autodesk VIZ 2007; Acknowledgments; Contents; Introduction; How to Use This Book; What You'll Find; System Requirements; What's on the Companion CD?; Chapter 1: Getting to Know VIZ; Introducing VIZ 2007 Features; Getting Started; Touring the Interface; Working with Objects; Getting the View You Want; Working with the Custom UI and Defaults Switcher; Summary; Chapter 2: Introducing VIZ Objects; Understanding Standard Primitives; Modeling Standard Primitives with Modifiers; How VIZ Sees Objects; Making Clones That Share Properties; Introducing Extended Primitives; Working with Groups SummaryChapter 3: Creating Shapes with Splines; Drawing with Splines; Modifying a Shape Using Subobject Levels; Outlining and Extruding Splines; Combining and Extruding Primitive Splines; Joining Closed Splines with Boolean Tools; Creating a Solid Form with Splines; Introducing the Spline Types; Editing Splines; Placing and Beveling Text; Summary; Chapter 4: Editing Meshes and Creating Complex Objects; Creating Openings in a Wall with Boolean Operations; Tracing over a Sketch; Editing Meshes; Using Instance Clones to Create Symmetric

Forms; Attaching Objects to a Mesh; Smoothing Meshes
Creating Clones with Array and SnapshotSummary; Chapter 5: Creating
AEC and Entourage Objects; Using AEC Objects; Creating Trees with the
EASYNat Plug-in; Adding Content with the RPC Plug-in; Summary;
Chapter 6: Organizing and Editing Objects; Naming Objects; Organizing
Objects by Layers; Lofting the Roof; Creating Surfaces from Splines;
Creating Shells from Surfaces; Completing the Roof; Extruding with the
Sweep Modifier; Aligning Objects; Summary; Chapter 7: Light and
Shadow; Lighting Your Model; Rendering a View; Ambient Light; Adding
Shadow Effects; Playing in the Shadows
Using the Light ListerUsing Scene States; Summary; Chapter 8:
Enhancing Models with Materials; Understanding Bitmap Texture Maps;
Adding Materials to Objects; Understanding Mapping Coordinates;
Editing Materials; Selecting Shaders; Map Scalar Modifiers; Using Bump
Maps; Adding Entourage; Ray Tracing Reflection and Refraction;
Assigning Materials to Parts of an Object; Using the Architectural
Material; The Material Utilities; Summary; Chapter 9: Staging Your
Design; Understanding the VIZ Camera; Setting Up an Interior View;
Creating an Environment; Immersive Environments for Animation
Using Render TypesRender Elements for Compositing; Summary;
Chapter 10: Working with Files; Gaining Access to Materials and Objects
from Other Files; Arranging Furniture with XRefs and the Asset Browser;
Replacing Objects with Objects from an External File; Arranging
Furniture with XRef Scenes; Using the Rendered Frame Windows; Using
the Asset Browser on the Internet; Tracking and Locating Scene's
Assets; Summary; Chapter 11: Using Radiosity; Adding Daylight to Your
Model; Understanding the Radiosity Workflow; Creating a Finished
Rendering; Working with Artificial Lights
Understanding Photometric Lights

Sommario/riassunto

Turn Your Ideas Into High-Impact 3D Models and AnimationsTransform
flat drawings and concepts into impressive 3D visualizations that will
amaze your clients with the comprehensive instruction you'll find in
Mastering Autodesk VIZ 2007. Written by VIZ experts, this book shows
you how to get the most out of the latest version of Autodesk's
powerful 3D design, modeling, and animation tool with an in-depth,
tutorial-based approach grounded in real-world examples. This new
edition has been fully updated and revised to cover all of Autodesk VIZ
2007's new features--asset tracking,

2. Record Nr.	UNINA9910463110403321
Autore	Mason Mary Ann
Titolo	Do Babies Matter? [[electronic resource]] : Gender and Family in the Ivory Tower
Pubbl/distr/stampa	Piscataway, : Rutgers University Press, 2013
ISBN	0-8135-6082-9
Descrizione fisica	1 online resource (183 p.)
Collana	Families in Focus
Altri autori (Persone)	GouldenMarc WolfingerNicholas H
Disciplina	378.082
Soggetti	African American women -- Education, Higher -- United States African Americans -- Education, Higher -- United States Mothers - Employment - United States Sex discrimination in higher education - United States Sex discrimination in higher education -- United States Women -- Education, Higher -- United States Women in higher education - United States Women in higher education -- United States Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Title; Copyright; Dedication; Contents; Figures and Tables; Acknowledgments; Introduction; Chapter 1. The Graduate School Years. New Demographics, Old Thinking.; Chapter 2. Getting into the Game.; Chapter 3. Capturing the Golden Ring of Tenure; Chapter 4. Alone in the Ivory Tower.; Chapter 5. Life after Tenure; Chapter 6. Toward a Better Model; Appendix; Notes; Bibliography; Index; About the Author
Sommario/riassunto	Do Babies Matter? is the first comprehensive examination of the relationship between family formation and the academic careers of men and women. The book draws on over a decade of research using unprecedented data resources, including the Survey of Doctorate Recipients, a nationally representative panel survey of PhDs in America, and multiple surveys of faculty and graduate students at the ten-

