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Titolo	What's queer about Europe? : productive encounters and re-enchanting paradigms / / edited by Mireille Rosello and Sudeep Dasgupta
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Nota di contenuto	Front matter -- Contents -- Acknowledgments -- Introduction. Queer and Europe: An Encounter -- (Same-Sex) Marriage and the Making of Europe: Renaissance Rome Revisited -- A Case of Mistaken Identity: Female Russian Social Revolutionaries in Early-Twentieth-Century Switzerland -- Straight Migrants Queering European Man -- Queering European Sexualities Through Italy's Fascist Past: Colonialism, Homosexuality, and Masculinities -- Queer, Republican France, and Its Euro-American "Others" -- Sick Man of Transl-Asia: Bruce Lee and Queer Cultural Translation -- What's Queer about Remy, Ratatouille, and French Cuisine? -- Pathos as Queer Sociality in Contemporary European Visual Culture: François Ozon's Time to Leave -- Queer/Euro Visions -- Notes -- Bibliography -- List of Contributors -- Index
Sommario/riassunto	What's Queer about Europe? examines how queer theory helps us initiate disorienting conjunctions and counterintuitive encounters for imagining historical and contemporary Europe. This book queers Europe and Europeanizes queer, forcing a reconsideration of both. Its contributors study Europe relationally, asking not so much what Europe

is but what we do when we attempt to define it. The topics discussed include: gay marriage in Renaissance Rome, Russian anarchism and gender politics in early-twentieth-century Switzerland, colonialism and sexuality in Italy, queer masculinities in European popular culture, queer national identities in French cinema, and gender theories and activism. What these apparently disparate topics have in common is the urgency of the political, legal, and cultural issues they tackle. Asking what is queer about Europe means probing the blind spots that continue to structure the long and discrepant process of Europeanization.

2. Record Nr.

Autore

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Tracy Dan

CryENGINE 3 cookbook [[electronic resource]] : over 90 recipes written by Crytek developers for creating third-generation real-time games / / Dan Tracy, Sean Tracy

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Cover; Copyright; Credits; About the Authors; www.PacktPub.com; Table of Contents; Preface; Chapter 1: CryENGINE 3: Getting Started; Introduction; Opening a level in the CryENGINE 3 Sandbox; Navigating a level with the Sandbox Camera; Setting up a personalized toolset layout; How to customize toolbars and menus; Using the Rollup Bar; Selecting and browsing level objects; Restoring the CryENGINE 3 default settings; Chapter 2: Sandbox Basics; Introduction; Creating a new level; Generating a procedural terrain; Terrain sculpting; Setting up the

terrain texture; Placing the objects in the world

Refining the object placement Utilizing the layers for multiple developer collaboration; Switching to game mode; Saving your level; Exporting to an engine; Essential game objects; Running a map from the Launcher; Chapter 3: Basic Level Layout; Introduction; Making basic shapes with the Solids tool; Editing and merging solids; Grouping the objects; Utilizing the Geom entities instead of brushes; Road construction; Painting vegetation; Breaking up tiling with Decals; Making caves with Voxels; Creating Prefabs to store in external libraries; Chapter 4: Environment Creation; Introduction

Creating your first time of day using the basic parameters Adjusting the terrain lighting; Using the real-time Global Illumination; Editing HDR lighting and the effects for flares; Creating a global volumetric fog; Creating a night scene with time of day parameters; Color grading your level; Creating a photo realistic ocean; Improving your sky with clouds; Making it rain in your level; Chapter 5: Basic Artificial Intelligence; Introduction; Placing the enemy AI; Generating the AI navigation; Forbidden boundaries; Forbidden areas; Setting up the interior navigation

Debugging the AI triangulation Narrowing the AI's FOV to allow attacks from behind; Respawning AI; Chapter 6: Asset Creation; Introduction; Installing the CryENGINE 3 plugin for 3D Studio Max; Creating textures using CryTIF; Setting up units to match CryENGINE in 3ds; Basic material setup in 3ds; Creating and exporting static objects; Creating and exporting destroyable objects; Using advanced material editor parameters to create animation; Creating new material effects; Creating image-based lighting; Chapter 7: Characters and Animation; Introduction

Creating skinned characters for the CryENGINE Ragdoll and physics for characters; Creating animation for your character; Previewing animations and characters for Sandbox; Creating upper body only animations; Creating locomotion animations; Animating rigid body geometry data; Chapter 8: Creating Vehicles; Introduction; Creating a new car mesh (CGA); Creating a new car XML; Giving more speed to the car; Increasing the mass to push objects with the car; Defining a sitting location; Setting up multiple cameras for the car; Need for a machine gun; Giving the car a weak spot; Chapter 9: Game Logic

Introduction

Sommario/riassunto

Over 90 recipes written by Crytek developers for creating third-generation real-time games
