1. Record Nr. UNICAMPANIAVAN00268771

Autore	Seshadri, Rajeswari
Titolo	Group Invariance in Engineering Boundary Value Problems / R. Seshadri, T. Y. Na
Pubbl/distr/stampa	New York, : Springer-Verlag, 1985
Descrizione fisica	ix, 224 p. : ill. ; 24 cm
Altri autori (Persone)	Na, Tsung-Yen
Soggetti	34C20 - Transformation and reduction of ordinary differential equations and systems, normal forms [MSC 2020] 35-XX - Partial differential equations [MSC 2020] 35A22 - Transform methods (e.g. integral transforms) applied to PDEs [MSC 2020] 35A30 - Geometric theory, characteristics, transformations in context of PDEs [MSC 2020] 76-XX - Fluid mechanics [MSC 2020]
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910485036603321

Autore	Zhang Yu (Artist)
Titolo	Coding Art : The Four Steps to Creative Programming with the Processing Language / / by Yu Zhang, Mathias Funk
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2021
ISBN	9781484262641 1484262646
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (XV, 280 p. 33 illus., 28 illus. in color.)
Collana	Design Thinking, , 2945-7807
Disciplina	006.6869
Soggetti	Graphic arts Programming languages (Electronic computers) Computer graphics Graphic Design Programming Language Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Part I: Creative Coding -- Chapter 1: Idea to Visuals -- Chapter 2: Composition and Structure -- Chapter 3: Refinement and Depth -- Chapter 4: Completion and Production -- Part II: An Example: MOUNTROTHKO -- Chapter 5: Inspiration -- Chapter 6: From idea to completion -- Part III: Coding Practice -- Chapter 7: Dealing with Problems -- Chapter 8: Learning Path -- Chapter 9: Creative Processes -- Conclusion -- Epilogue.
Sommario/riassunto	Finally, a book on creative programming, written directly for artists and designers! Rather than following a computer science curriculum, this book is aimed at creatives who are working in the intersection of design, art, and education. In this book you'll learn to apply computation into the creative process by following a four-step process, and through this, land in the cross section of coding and art, with a focus on practical examples and relevant work structures. You'll follow a real-world use case of computation art and see how it relates back to the four key pillars, and addresses potential pitfalls and challenges in the creative process. All code examples are presented in a fully

integrated Processing example library, making it easy for readers to get started. This unique and finely balanced approach between skill acquisition and the creative process and development makes Coding Art a functional reference book for both creative programming and the creative process for professors and students alike. You will: Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts closer to refinement and depth Simplify and extend the design of aesthetics, rhythms, and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end-to-end process of computation art through real world use cases Study best practices, common pitfalls, and challenges of the creative process.