

1. Record Nr.	UNINA9910495981103321
Autore	Badel Laurence
Titolo	Diplomatie et religion : Au cœur de l'action culturelle de la France au XXe siècle // Gilles Ferragu, Florian Michel
Pubbl/distr/stampa	Paris, : Éditions de la Sorbonne, 2020
ISBN	979-1-03-510354-5
Descrizione fisica	1 online resource (276 p.)
Collana	Internationale
Altri autori (Persone)	BellonChristophe Dasquelsabelle DubertrandRoland EvenPascal FerraguGilles JeannessonStanislas JestinMathieu Michelflorian Nardelli-MalgrandAnne-Sophie SibreOlivier TicchiJean-Marc TrimburDominique VaissetThomas VermerenPierre
Soggetti	Religion History religion diplomatie État radicalisme fait religieux relation internationale laïcité nation
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia

## Sommario/riassunto

À l'heure où la religion est accusée d'inspirer tous les radicalismes, d'être un ferment de discorde entre les nations et les communautés, cet ouvrage s'interroge sur le rôle de la religion au service de la diplomatie et de l'entente entre les États. Le fait religieux est en effet depuis longtemps, part intégrante de la « trousse à outils » des diplomates. Tout l'enjeu de cet ouvrage, qui rassemble plusieurs textes émanant de spécialistes universitaires ainsi que d'acteurs de la diplomatie, est d'évaluer, sur le long terme (XIXe-XXIe siècles) la nature de cet outil et son poids dans les relations internationales comme dans les conceptions des diplomates. L'attention est particulièrement portée sur les rapports qui se tissent entre les Églises et la France « laïque », celle de la Séparation des Églises et de l'État, tant la laïcité française, exclusive, demeure singulière et, comme le rappelait plaisamment Gambetta, ne constitue pas « un article d'exportation ». À travers divers exemples, l'ouvrage s'attache à montrer l'influence persistante et renouvelée du fait religieux dans la politique extérieure française, et à explorer cette dimension particulière de l'action culturelle.

2. Record Nr.	UNINA9910784412603321
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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

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,