

1. Record Nr.	UNINA9910380734803321
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Titolo	Beginning Unreal Game Development : Foundation for Simple to Complex Games Using Unreal Engine 4 // by David Nixon
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
ISBN	9781484256398 1484256395
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXIV, 389 p. 401 illus.)
Disciplina	794.8
Soggetti	Computer games—Programming Computer programming Game Development Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Getting Started -- Chapter 2: Basic Concepts -- Chapter 3: The Level Editor -- Chapter 4: Actors -- Chapter 5: Blueprints -- Chapter 6: Players and Input -- Chapter 7: Collisions -- Chapter 8: User Interfaces -- Chapter 9: Audio -- Chapter 10: Additional Topics -- Chapter 11: Tutorials.-.
Sommario/riassunto	Get started creating video games using Unreal Engine 4 (UE4) and learning the fundamentals of game development. Through hands-on, step-by-step tutorials, you will learn to design engaging environments and a build solid foundation for more complex games. Discover how to utilize the 3D game design software behind the development of immensely popular games for PC, console, and mobile. Beginning Unreal Game Development steers you through the fundamentals of game development with UE4 to design environments that both engage the player and are aesthetically pleasing. Author David Nixon shows you how to script logic, define behaviors, store data, and create characters. You will learn to create user interfaces, such as menus, load screens, and head-up displays (HUDs), and manipulate audio to add music, sound effects, and dialogue to your game. The book covers level editors, actor types, blueprints, character creation and control, and

much more. Throughout the book, you'll put theory into practice and create an actual game using a series of step-by-step tutorials. With a clear, step-by-step approach, Beginning Unreal Game Development builds up your knowledge of Unreal Engine 4 so you can start creating and deploying your own 3D video games in no time. You will: Learn the fundamentals of game design Understand how to use Unreal Engine 4 Design amazing levels for your characters to play in Script logic to control the behavior of the world you create.

2. Record Nr.	UNINA9910637731403321
Titolo	Science, Technology and Innovation Diplomacy in Developing Countries : Perceptions and Practice // edited by Venugopalan Ittekkot, Jasmeet Kaur Baweja
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2023
ISBN	981-19-6802-0
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (360 pages)
Collana	Research for Development, , 2198-7319
Disciplina	929.605
Soggetti	Science - Social aspects Environmental education Diplomacy Economic development Technological innovations International education Comparative education Science and Technology Studies Environmental and Sustainability Education Economic Development, Innovation and Growth Innovation and Technology Management International and Comparative Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.

Chapter 1 - STI Diplomacy in Developing Countries: Current Issues and Challenges (Amitava Bandopadhyay) -- Part 1: - Concepts, Global Initiatives and Opportunities -- Chapter 2 - Internationalization of Science Diplomacy: Concepts, Practices, Lessons for Developing Countries (Carlos Aguirre-Bastos) -- Chapter 3 - International Science, Technology and Innovation Diplomacy: Global Initiatives (Madhusudan Bandyopadhyay) -- Chapter 4 - Science, Technology and Innovation Diplomacy; Opportunities and Challenges at the Time of COVID-19 for Developing Countries (Hossein Ahmadi, Ali Morteza Birang, Fatemeh Azadi) -- Part 2: State of STI Diplomacy in Developing Countries -- Chapter 5 - Recent Developments in STI Diplomacy in the Republic of Mauritius (Madhvee Madhou) -- Chapter 6 - Science, Technology and Innovation Diplomacy in the Arab Region with Emphasis on the State of Palestine (Maysoun Ibrahim) -- Chapter 7 - Present Status of Science Diplomacy in Nepal (Chiranjivi Regmi) -- Part 3: Role of S&T Status on STI Diplomacy -- Chapter 8 - Development Paradigm of India as an Enabler for Practicing Science, Technology and Innovation Diplomacy (Madhusudan Bandyopadhyay) -- Chapter 9 - Science, Technology and Innovation (STI): Its Role in South Africa's Development Outcomes and STI Diplomacy (Juanita van Heerden and Misheck Mulumba) -- Chapter 10 - Strengthening Science Diplomacy for Sustainable Development of Nepal (Sunil Babu Shrestha) -- Chapter 11 - Assessing the Current State of Science, Technology and Innovation in Mauritius for Improving Economic Growth and Development (Randhir Roopchand).-Chapter 12 - Responsibilities of the Governments of Developing Countries in Building up South-South STI Diplomacy (Chandima Gomes) -- Part 4 - Role of STID in Strengthening S&T Base -- Chapter 13 - Role of India in South-South Cooperation to achieve Sustainable Development Goals (Jyoti Sharma, Sanjeev Kumar Varshney) -- Chapter 14 - In Search for Scientific Collaboration: South Africa's Science Diplomacy towards Africa (Thokozani Simelane, Rodney Managa, Shingirirai Mutanga, Nicassius Achu Check) -- Chapter 15 - Case Studies in International Science Diplomacy: ASRT Contribution to Developing S&T in Egypt (Sameh H. Soror, Gina El-Feky, Abeer Attia, Mahmoud M. Sakr) -- Chapter 16 - The Academy of Science of South Africa and Science Diplomacy (Stanley Maphosa) -- Part 6: Experience from Regional and Bilateral Cooperation -- Chapter 17 - Coordinating State, Academic, and Donor Stakeholders in an International Knowledge Sharing Programme: A Perspective on Science and Innovation Diplomacy (Ranil Guneratne) -- Chapter 18 - Mauritius in Regional Science Technology and Innovation Diplomacy: Case Study in Radio Astronomy (Girish Kumar Beeharry, Michael Raymond Inggs) -- Chapter 19 - India's S&T Cooperation with Japan and France: Initiatives and Partnerships (Purnima Rupal) -- Part 7: Science Diplomacy in North-South Partnerships -- Chapter 20 - Reflecting on a Research Institute's Role as a Tool for Ocean Science Diplomacy - ZMT's Mission to Collaborate (Rebecca Lahl, Sebastian Ferse, Raimund Bleischwitz) -- Chapter 21 - Co-designed Research Partnerships to bridge the Gap between Marine Research, Policy and Management: the MeerWissen Initiative (Sven Stöbener, Alexandra Gerritsen) -- Chapter 22 - Research Networks and Novel Partnerships for Sustainable Development – How an EU Research Project on Innovative Wastewater Technology developed to an International Network for Nature-based Solutions (Eoghan Clifford, Jean-Baptiste Dussaussois, Tatjana Schellenberg, Christoph Sodemann) -- Part 8: Epilogue.-Chapter 23 - The Outlook for Science Diplomacy in Developing Countries (Venugopalan Ittekkot, Jasmeet Kaur Baweja).

innovation diplomacy (STID) in leveraging scientific cooperation for sustainable development. Through more than 20 articles contributed by individuals from government departments and academic and research institutions in nine developing countries, it provides a conceptual understanding of the subject and reveals the prevailing perceptions on its practices. The book highlights the significance of international cooperation at bilateral, regional and multilateral levels as well as the challenges in developing North-South Cooperation and the need for strengthening STID in foreign policy and strategies of governments. The book is a useful reference for scientists, technologists, researchers, diplomats, government officials, policy makers and other stakeholders who are engaged directly or indirectly in STID and associated activities.
