1. Record Nr. UNINA9910688379603321

Titolo	Computer game development / / edited by Branislav Sobota
Pubbl/distr/stampa	London : , : IntechOpen, , 2022 ©2022
Descrizione fisica	1 online resource (180 pages)
Disciplina	794.81525
Soggetti	Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Collaborative XR Systems and Computer Games Development / Branislav Sobota, Marián Hudák and Emília Pietriková -- 2.Commercial-off-the-Shelf (COTS) Games: Exploring the Applications of Games for Instruction and Assessment / Diana R. Sanchez, Amanda Rueda, Leila Jimeno Jimènez and Mahsa Norouzi Nargesi -- 3 Serious Games Development and Impact for Business Education / Dario Liberona, Aravind Kumaresan, Lionel Valenzuela and Giovanny Tarazona -- 4. The Use of Serious Games for Learning Cardiopulmonary Resuscitation Procedures: A Systematic Mapping of the Literature / Ingrid Nery Mendes, Maicon de Araújo Nogueira, Filipe Valente Mendes,Otavio Noura Teixeira and Viviane Almeida dos Santos -- 5. 3D Computer Graphics and Virtual Reality / Branislav Sobota and Miriama Mattová -- 6 View Synthesis Tool for VR Immersive Video / Sarah Fachada, Daniele Bonatto, Mehrdad Teratani and Gauthier Lafruit -- 7 Leveraging on Data Sciences: Review of Architectural Practice and Education in Nigeria / John Allison and Anita Alaere Bala -- 8. Enabling a 3-D Cyberspace Experience Online / Bruce Campbell.
Sommario/riassunto	Computer games are a billion-dollar business. In 2021, the value of the gaming industry was about 200 billion US dollars. This book describes some modern approaches, procedures, algorithms, and devices in computer gaming. It includes information on classifications and types of games, technical means of game systems, game consoles, and the newest tools based on extended reality (XR) technologies. Furthermore,

the book discusses visualization and 3D computer graphics, game cores (engines) and platforms, genre selection, story design, and trends in game design. It also includes formalizations, algorithms, and tools for a game theory and examines the use of virtual reality and related technologies in modern game user interfaces. Lastly, the book discusses optimizations, testing, and presentations of games and examines the sociological impacts of computer games.

2. Record Nr. UNINA9910811989903321

Autore	Eichenbaum Rose
Titolo	The dancer within : intimate conversations with great dancers / / photographs and text by Rose Eichenbaum ; edited by Aron Hirt-Manheimer ; cover photograph of Chita Rivera by Rose Eichenbaum ; cover design by Peter Schwartz
Pubbl/distr/stampa	Middletown, Connecticut : , : Wesleyan University Press, , 2008 ©2008
ISBN	0-8195-7488-0
Descrizione fisica	1 online resource (309 p.)
Disciplina	792.802/80922
Soggetti	Dancers - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Yuriko (Anemiya Kikuchi) -- Carrie Chase -- Ethan Stiefel -- Leslie Caron -- Fernando Bujones -- Leonard Crofoot -- Cynthia Gregory -- Jacques d'Amboise -- Dudley Williams -- Mary Hinkson -- Bill Evans -- Brenda Bufalino -- Chet Walker -- Donna McKechnie -- Mitzi Gaynor -- Joe Tremaine -- Chita Rivera -- Russ Tamblyn -- Rita Moreno -- Natalia Makarova -- Shirley MacLaine -- Mikhail Baryshnikov -- Liza Minnelli -- Joel Grey -- Ben Vereen -- Lori Belilove -- Rasta Thomas -- Marine Jahan -- Robert La Fosse -- Gemze de Lappe -- James Mitchell -- Paula Kelly -- Martine van Hamel -- Desmond Richardson -- Jean Butler -- Peter Boal -- Marge Champion - Eiko and Koma -- Julio Bocca -- Mr. Wiggles (Steffan Clemente)
Sommario/riassunto	Intimate portraits of some of the most beloved dancers in America