1. Record Nr.   UNINA9910709858303321

   Autore   Thomas Timothy L.

   Titolo   Three faces of the cyber dragon : cyber peace activist, spook, attacker /
                      / Timothy L. Thomas

   Pubbl/distr/stampa Fort Leavenworth, KS : , : Foreign Military Studies Office, , 2012

   Descrizione fisica 1 online resource (263 unnumbered pages) : color illustrations

   Soggetti   Information warfare - China
                      Cyberspace - Security measures
                      Information warfare
                      China

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Nota di bibliografia Includes bibliographical references.

2. **Record Nr.**   UNINA9910973607903321

   Autore   Keller Eric

   Titolo   Maya visual effects : the innovator's guide / / Eric Keller with Max Dayan

   Pubbl/distr/stampa   Hoboken, N.J., : Wiley, 2013

   ISBN   9781299475885
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   Edizione   [2nd ed.]

   Descrizione fisica   1 online resource (xvii, 382 pages) : illustrations

   Altri autori (Persone)   DayanMax

   Disciplina   006.696

   Soggetti   Maya (Computer file)
   Computer animation
   Computer graphics
   Three-dimensional display systems

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Description based upon print version of record.
   Includes index.

   Nota di contenuto   Maya Visual Effects: The Innovator's Guide; Contents; Introduction; Chapter 1: Texture Effects; Create Animated Effects with a Ramp Texture; Use Ambient Occlusion for Holographic Effects; Generate Creative Text Effects; Chapter 2: Particle Effects; Orchestrate a Flowering Tree with nParticles; Create a Beard of Bees Using a Force Field; Choreograph a School of Fish by Layering Particles; Chapter 3: Joint Rigging for Effects; Animate a Growing Bacterial Colony Using Joints; Use Joints to Jiggle Geometry; Animate a Magic Curling Brick Road Using Joints
   Chapter 4: Creative Blend Shape TechniquesCreate an Interactive Blend Shape Rig; Combine Blend Shapes and Other Deformers to Create Swimming Plankton; Automate Blend Shape Sequences Using MEL; Chapter 5: Paint Effects; Create Bursts of Electric Energy; Animate a Blood Vessel Growing on an Eyeball; Use Paint Effects Modifiers to Deform Geometry; Chapter 6: nCloth Techniques; Use nCloth to Melt a Complex Gun Model; Trap 3D Text in a Spider Web with nConstraints;

Use nCloth to Animate a Drop of Water; Chapter 7: Fluid Effects; Create Shockwaves for a Futuristic Spaceship
Propel a Rocket Using FluidsUse a Fluid Mesh to Build a Head; Chapter 8: nHair and Fur Effects; Create an Animated Jellyfish with nHair; Create a Dynamic Rig for Medusa's Snakes; Animate Crop Circles Using Fur; Index

| Sommario/riassunto | Create innovative CG solutions with Maya and this creative guide Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, Maya Visual Effects: The Innovator's Guide, Second Edition is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce innovativ |