

1. Record Nr.	UNINA9910465566003321
Autore	Carroll Stuart <1965->
Titolo	Blood and violence in early modern France [[electronic resource] / / Stuart Carroll
Pubbl/distr/stampa	Oxford ; ; New York, : Oxford University Press, 2006
ISBN	1-4294-7106-9 1-280-90311-2 0-19-151614-7
Descrizione fisica	1 online resource (384 p.)
Disciplina	303.60944/09033 944.03
Soggetti	Violence - France - History - 17th century Electronic books. France History 17th century
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 (p. [334]-349) and index.
Nota di contenuto	I. The structure of vindictive violence -- The origins of dispute : blood and earth -- The origins of dispute : status and honour -- Honours and prerogatives -- Escalation : from verbal duel to vindictive exchange -- Conspiracy -- Combat -- The rage of the gods -- II. Violence and society -- Justice and the law -- Peace -- Women, sex, and vindictive violence -- III. Violence and the polity -- Quantifying violence -- The crisis of the religious wars -- Violence and royal authority in the seventeenth century -- Solutions.
Sommario/riassunto	French manners and civility were the model for European civilization, while feud is associated with backward societies. Yet in France thousands of men died in duels in which the supposed rules of honour were regularly flouted. In this detailed and original book Stuart Carroll explores the nature of vengeance and reveals the dark side of Renaissance civilization. - ;The rise of civilized conduct and behaviour has long been seen as one of the major factors in the transformation from medieval to modern society. Thinkers and historians alike argue that violence progressively declined as men learn

2. Record Nr.	UNISA996465441303316
Titolo	Discrete Geometry for Computer Imagery [[electronic resource]] : 10th International Conference, DGCI 2002, Bordeaux, France, April 3-5, 2002. Proceedings / / edited by Achille Braquelaire, Jacques-Olivier Lauchaud, Anne Vialard
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2002
ISBN	3-540-45986-3
Edizione	[1st ed. 2002.]
Descrizione fisica	1 online resource (XII, 444 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2301
Disciplina	006.6/01/516
Soggetti	Database management Optical data processing Computer graphics Computer science—Mathematics Computer simulation Algorithms Database Management Image Processing and Computer Vision Computer Graphics Discrete Mathematics in Computer Science Simulation and Modeling Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Topology -- Abstraction Pyramids on Discrete Representations -- XPMaps and Topological Segmentation - A Unified Approach to Finite Topologies in the Plane -- Curves in \mathbb{R}^n -- Separation Theorems for Simplicity 26-Surfaces -- Topological Quadrangulations of Closed Triangulated Surfaces Using the Reeb Graph -- Non-manifold Decomposition in Arbitrary Dimensions -- Combinatorial Image Analysis -- 4D Minimal Non-simple Sets -- Receptive Fields within the Combinatorial Pyramid Framework -- A New 3D 6-Subiteration

Thinning Algorithm Based on P-Simple Points -- Monotonic Tree --
Displaying Image Neighborhood Hypergraphs Line-Graphs -- The
Reconstruction of a Bicolored Domino Tiling from Two Projections --
Morphological Analysis -- Digital Geometry for Image-Based Metrology
-- Topological Reconstruction of Occluded Objects in Video Sequences
-- On the Strong Property of Connected Open-Close and Close-Open
Filters -- Advances in the Analysis of Topographic Features on Discrete
Images -- Morphological Operations in Recursive Neighbourhoods --
Shape Representation -- Computing the Diameter of a Point Set --
Shape Representation Using Trihedral Mesh Projections -- Topological
Map Based Algorithms for 3D Image Segmentation -- On
Characterization of Discrete Triangles by Discrete Moments --
Weighted Distance Transforms for Images Using Elongated Voxel Grids
-- Robust Normalization of Shapes -- Surface Area Estimation of
Digitized 3D Objects Using Local Computations -- Models for Discrete
Geometry -- An Abstract Theoretical Foundation of the Geometry of
Digital Spaces -- Concurrency of Line Segments in Uncertain Geometry
-- Discretization in 2D and 3D Orders -- Defining Discrete Objects for
Polygonalization: The Standard Model -- Visibility in Discrete
Geometry: An Application to Discrete Geodesic Paths -- Multi-scale
Discrete Surfaces -- Invertible Minkowski Sum of Polygons --
Segmentation and Shape Recognition -- Thinning Grayscale Well-
Composed Images: A New Approach for Topological Coherent Image
Segmentation -- An Incremental Linear Time Algorithm for Digital Line
and Plane Recognition Using a Linear Incremental Feasibility Problem --
Reconstruction of Animated Models from Images Using Constrained
Deformable Surfaces -- Reconstruction of Binary Matrices from
Absorbed Projections -- A Simplified Recognition Algorithm of Digital
Planes Pieces -- Applications -- Ridgelet Transform Based on Reveillès
Discrete Lines -- A Discrete Radiosity Method.

3. Record Nr.	UNINA9910741168003321
Autore	Blackman Sue
Titolo	Beginning 3D game development with Unity 4 : all-in-one, multi-platform game development / / Sue Blackman
Pubbl/distr/stampa	New York : , : Apress, , 2013
ISBN	1-4302-4900-5
Edizione	[2nd ed. 2013.]
Descrizione fisica	1 online resource (xxviii, 778 pages) : illustrations (chiefly color)
Collana	Technology in action Beginning 3D game development with Unity 4 Technology in action
Disciplina	004 794.81526
Soggetti	Computer games - Programming Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Introduction to Game Development""; ""The Adventure Genre""; ""Text Adventure Games""; ""Graphical Adventure""; ""LucasArts Titles""; ""Fast Forward to Real Time""; ""Modern Successes of the Genre""; ""What Draws People to This Genre?""; ""New Experiences""; ""Suspension of Consequences""; ""Intellectual Stimulus""; ""No Dexterity Required""; ""Visual Interest""; ""Story""; ""Designing Your Game""; ""Defining a Style""</p> <p>""Compartmentalizing Environments""; ""First-Person or Third?""; ""Animation""; ""Content""; ""Challenges, Tasks, and Puzzles""; ""What Basic Human Characteristics Make for Fun?""; ""Managing Your Project""; ""Multiple Roles""; ""Choosing the Game Engine""; ""The Requirements""; ""Tips for Completing Your First Game""; ""New to Real Time vs. Pre-render""; ""Terms and Concepts""; ""Summary""; ""Chapter 2: Unity UI Basics""; ""Getting Started""; ""Installing Unity and Starting Up""; ""Loading or Creating a New Project or Scene""; ""The Layout""; ""Scene View""; ""Game Window""; ""Hierarchy View""</p> <p>""Project View""; ""Inspector""; ""Toolbar""; ""Menus""; ""File""; ""Edit""; ""Assets""; ""GameObject""; ""Component""; ""Window""; ""Help""; ""Creating Simple Objects""; ""Selecting and Focus ing""; ""Transforming</p>

Objects"; ""Snaps""; ""Vertex Snaps""; ""Scene Gizmo""; ""Non-Snap Alignment""; ""Lights""; ""3D Objects""; ""Meshes""; ""Sub-Objects of a Mesh""; ""Mapping""; ""Materials""; ""Summary""; ""Chapter 3: Scripting: Getting Your Feet Wet""; ""What Is a Script?""; ""Components of a Script""; ""Functions""; ""Anatomy of a Function""; ""Time.deltaTime""; ""Variables""
""Picking an Object in the Game""""Printing to the Console""; ""Counting Mouse Picks""; ""Conditionals and State""; ""Deconstructing the Conditional""; ""Order of Evaluation""; ""Summary""; ""Chapter 4: Terrain Generation: Creating a Test Environment""; ""Creating Environments""; ""Creating a Terrain Object""; ""Flythrough Scene Navigation""; ""The Terrain Engine""; ""Topology""; ""Painting Textures""; ""Trees""; ""Sky""; ""Back to the Trees""; ""Importing Unity Packages""; ""Terrain Extras""; ""Creating Your Own Terrain Assets""; ""Options""; ""Trees""; ""Orientation""
""Bend for Detail Meshes""""Terrain Settings""; ""Shadows""; ""Fog""; ""Summary""; ""Chapter 5: Navigation and Functionality""; ""Navigation""; ""Arrow Navigation and Input""; ""Tweaking the Mouse Look""; ""Fun with Platforms""; ""Plan Ahead""; ""Collision Walls""; ""Object Names""; ""Your First Build""; ""Defining Boundaries""; ""Summary""; ""Chapter 6: Cursor Control""; ""Cursor Visibility""; ""Custom Cursors""; ""GUI Texture Cursor""; ""Texture Importer""; ""Color Cues""; ""Cursor Position""; ""Hardware Cursor""; ""UnityGUI Cursor""; ""Object-to-Object Communication""
""Mouseover Cursor Changes""

Sommario/riassunto

Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.
