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Autore	Alves Alexandre
Titolo	Getting started with Oracle event processing 11g [[electronic resource] /] / Alexandre Alves, Robin J. Smith, Lloyd Williams
Pubbl/distr/stampa	Birmingham, : Packt Publishing, 2013
ISBN	1-299-44103-3 1-84968-455-3
Descrizione fisica	1 online resource (340 p.)
Altri autori (Persone)	SmithRobin J WilliamsLloyd
Disciplina	004.6/54
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: An Overview of Complex Event Processing; What is event processing?; Relating this to a business in computing terms; Use case: A solution for customer problems; Key elements of event stream processing; An event; An event stream; An event type; Event Processing Network; Event processing languages and extensibility; Processor event node methodologies; Processor extensibility; Event processor ""Intelligence Injection"" Holistic Event-Driven and Service Orientated ArchitecturesPredicting an event; Summary; Chapter 2: An Overview of Oracle Event Processing; Understanding the heritage of Oracle Event Processing; The Java Event-Driven Server, the bits and bytes of the architecture; The adopted event language; CQL concepts; The philosophy and fundamentals of developing; Creating an Oracle Event Processing application; Some hints and tips; Controlling from the command line; Watching things happen and changing what happens; Summary; Chapter 3: Adapting Events for OEP; Creating and converting events Event type systemPlatform adapters; The JMS adapter; The CSV adapter; HTTP pub-sub adapter; Configuring your own custom adapter; Leveraging OSGi services to create an adapter; Packaging custom adapters; Summary; Chapter 4: Assembling and Configuring OEP

Applications; Implementing the component model; Exploring the EPN extensions; Defining a simple Spring bean; Creating the event type repository; Setting up the adapters; Configuring channels; Implementing event-beans; Enabling the power of CQL processors; Defining a database table; Using caching; Understanding the application configuration
Adapter configurationChannel configuration; Cache configuration; Defining resources in the server configuration; Extending the component type infrastructure; Summary; Chapter 5: Coding with CQL; Introducing CQL; Understanding CQL fundamentals; Establishing your sources and destinations; Processing models; The structure and semantics of event processing; Restricting streams with Windows; Tuple-based windows; Partitioned windows; Output; Controlling output with slides; The unbounded window; The constant value range window; The NOW window and the Last Event window; SQL as a foundation; Joins
External sourcesAggregations; Ordering; Views; Set operations; Typing and expressions; Timing models; Summary; Chapter 6: Managing and Monitoring Applications; Configuring the logging service; Provisioning applications; Changing application configuration; Managing server-wide configuration; Controlling concurrency with work managers; Accessing contextual data with data sources; Browsing metadata with the event type repository; Monitoring progress; Summary; Chapter 7: Using Tables and Caches for Contextual Data; Setting up JDBC data sources; Enriching events using a database table
Setting up caching systems

Sommario/riassunto

This book is a practical guide with examples and clear steps to explain terrain modeling with Grome.If you're a developer or artist looking for a guide to walk you through GROME 3.1, then this book is for you. This book will help you from the first step to exporting a terrain as a workable art asset in a game engine.

2. Record Nr. UNINA9910786999803321

Autore	Derakhshani Randi L
Titolo	Autodesk 3ds max 2014 essentials [[electronic resource] /] / Randi L. Derakhshani, Dariush Derakhshani
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Note generali	Includes index.
Nota di contenuto	Autodesk 3ds Max 2014 Essentials; Introduction; Chapter 1: The 3ds Max Interface; The Workspace; Transforming Objects Using Gizmos; Graphite Modeling Tools Set; Command Panel; Time Slider and Track Bar; File Management; Chapter 2: Your First 3ds Max Project; Setting Up a Project Workflow; Time to Model a Clock!; In Splines We Trust; Bringing It All Together; Chapter 3: Modeling in 3ds Max: Architectural Model Part I; Units Setup; Importing a CAD Drawing; Creating the Walls; Creating the Doors; Creating the Window; Adding a Floor and Ceiling Chapter 4: Modeling in 3ds Max: Architectural Model Part IIModeling the Couch; Modeling the Lounge Chair; Chapter 5: Introduction to Animation; Animating the Ball; Refining the Animation; Chapter 6: Animation Principles; Anticipation and Momentum in Knife Throwing; Chapter 7: Character Poly Modeling: Part I; Setting Up the Scene; Beginning the Soldier Model; Chapter 8: Character Poly Modeling: Part II; Completing the Main Body; Creating the Accessories; Putting on the Boots; Creating the Hands; Chapter 9: Character Poly Modeling: Part III; Creating the Head Merging and Attaching the Head's AccessoriesChapter 10: Introduction to Materials: Interiors and Furniture; The Slate Material Editor; Material Types; mental ray Material Types; Shaders; Mapping the Couch and Chair; Mapping the Window and Doors; Chapter 11: Textures and UV

Workflow: The Soldier; UV Unwrapping; Seaming the Rest of the Body; Applying the Color Map; Applying the Bump Map; Applying the Specular Map; Chapter 12: Character Studio: Rigging; Character Studio Workflow; Associating a Biped with the Soldier Model; Chapter 13: Character Studio: Animation; Animating the Soldier
Chapter 14: Introduction to Lighting: Interior LightingThree-Point Lighting; 3ds Max Lights; Lighting a Still Life in the Interior Space; Selecting a Shadow Type; Atmospheres and Effects; Light Lister; Chapter 15: 3ds Max Rendering; Rendering Setup; Cameras; Safe Frames; Raytraced Reflections and Refractions; Rendering the Interior and Furniture; Chapter 16: mental ray; mental ray Renderer; Final Gather with mental ray; mental ray Materials; Appendix: Autodesk 3ds Max Certification; Index

Sommario/riassunto

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them. Downloadable before-and-after project files let