

1. Record Nr.	UNISA996466363903316
Titolo	Cloud Computing and Big Data [[electronic resource]] : Second International Conference, CloudCom-Asia 2015, Huangshan, China, June 17-19, 2015, Revised Selected Papers / / edited by Weizhong Qiang, Xianghan Zheng, Ching-Hsien Hsu
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-28430-4
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XVII, 400 p. 161 illus. in color.)
Collana	Programming and Software Engineering ; ; 9106
Disciplina	004
Soggetti	Database management Computer communication systems Software engineering Data mining Computer system failures Computer software—Reusability Database Management Computer Communication Networks Software Engineering Data Mining and Knowledge Discovery System Performance and Evaluation Performance and Reliability
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Cloud architecture -- Applications -- Big data and social networks; security and privacy.
Sommario/riassunto	This book constitutes the refereed proceedings of the Second International Conference on Cloud Computing and Big Data, CloudCom-Asia 2015, held in Huangshan, China, in June 2015. The 29 full papers and two keynote speeches were carefully reviewed and selected from 106 submissions. The papers are organized in topical sections on cloud architecture; applications; big data and social

network; security and privacy.

2. Record Nr.	UNINA9910788479003321
Autore	Luhta Eric
Titolo	How to Cheat in Maya 2012 : Tools and Techniques for Character Animation / / Eric Luhta
Pubbl/distr/stampa	London : , : Routledge, , 2017
ISBN	1-136-12749-6 0-240-81699-4 9786613209610 1-283-20961-6 1-136-12750-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (vii, 311 p.) : col. ill., col. ports
Disciplina	006.696
Soggetti	Computer animation - Computer programs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	How to Cheat in Maya 2012 - Chapter 1 - Animation Principles in Maya Anticipation Overlap and Follow Through Squash and Stretch Staging (Cameras) Arcs Timing Ease In/Ease Out Chapter 2 - Splines All cheats revised for new interface Chapter 3 - Graph Editor All cheats revised for new interface Chapter 4 - Techniques smear frames bendy arms Possible material for tools added in Maya 20XX Chapter 5 - Constraints All cheats revised for new interface Chapter 6 - Gimbal Lock All cheats revised for new interface Chapter 7 - Cameras and Layout In-depth cheats on cameras and staging, applicable to multi-shot dialog tests and short films cheats for new Camera Sequence tool Chapter 8 - Blocking New project for the chapter, so all cheats will be revised Chapter 9 - Cycles Shorter examples of walk and run cycles with new character Older walk cycle material will be put on the website Tips for personality walks Chapter 10 - Polishing New chapter project, all cheats revised Chapter 11 - Facial Animation New chapter project, all cheats revised Mouth shapes Eye shapes Chapter 12 - Animation Layers

New chapter project, all cheats revised Chapter 12 from the first book is retired to the website

Sommario/riassunto

Breathe life into your animations with this essential guide to Maya 2012. Packed with classic animation techniques and the secrets of professional animators, this text provides productivity tips and tricks to help you get things done in the most efficient way possible - and obtain quality results with minimum effort!
