1. **Record Nr.**   UNINA9910465445703321

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Titolo   jMonkeyEngine 3.0 cookbook : over 80 practical recipes to expand and enrich your jMonkeyEngine skill set with a close focus on game development / / Rickard Eden

Pubbl/distr/stampa   Birmingham, England : , : [Packt] Publishing, , 2014
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ISBN   1-78328-648-2

Descrizione fisica   1 online resource (298 p.)

Disciplina   794.81536

Soggetti   Computer games - Design
Computer games - Programming
Java (Computer program language)
Electronic books.

Lingua di pubblicazione   Inglese

Formato   Materiale a stampa

Livello bibliografico   Monografia

Note generali   Includes index.

Nota di contenuto   Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: SDK Game Development Hub; Introduction; Setting up a project; Importing a model; Using Scene Composer; Modifying heightmaps with Terrain Editor; Adding a sky box and lighting; Adding water using a filter; Adding some ambient audio; Creating bitmap fonts with Font Creator; Retrieving an attachment node; Using ParticleEmitter - Soaring Birds; An advanced ParticleEmitter class; Chapter 2: Cameras and Game Controls; Introduction; Creating a reusable character control Attaching an input AppState objectFiring in FPS; Firing non-instant bullets; Creating an RTS camera AppState object; Selecting units in RTS; Making the camera follow units; Following a character with ChaseCamera; Adding a game controller or joystick input; Leaning around corners; Detecting cover automatically in a third-person game; Chapter 3: World Building; Introduction; Using noise to generate a terrain; Lighting your world and providing it with dynamic lights; Deforming a terrain in real time; Automating trees" distribution; Endless worlds and infinite space

Flowing water with cellular automataThe essentials of a cube-based world; Chapter 4: Mastering Character Animations; Introduction; Previewing animations in SDK; Creating an animation manager control; Extending the animation control; Handling jump animations; Creating a custom animation - leaning; Creating a subanimation; Lip syncing and facial expressions; Eye movement; Location-dependent animation - edge check; Aligning feet with ground - inverse kinematics; Chapter 5: Artificial Intelligence; Introduction; Creating a reusable AI control class; Sensing - vision; Sensing - hearing

Decision making - Finite State MachineCreating the AI using cover; Generating NavMesh in SDK; Pathfinding - using NavMesh; Controlling groups of AI; Pathfinding - our own A* pathfinder; Chapter 6: GUI with Nifty GUI; Introduction; Initializing Nifty and managing an options menu; Loading the screen; Creating an RPG dialog screen; Implementing a game console; Handling a game message queue; Creating an inventory screen; Customizing the input and settings page; Using offscreen rendering for a minimap; Chapter 7: Networking with SpiderMonkey; Introduction; Setting up a server and client

Handling basic messagingMaking a networked game - Battleships; Implementing a network code for FPS; Loading a level; Interpolating between player positions; Firing over a network; Optimizing the bandwidth and avoiding cheating; Chapter 8: Physics with Bullet; Introduction; Creating a pushable door; Building a rocket engine; Ballistic projectiles and arrows; Handling multiple gravity sources; Self-balancing using RotationalLimitMotors; The principles of a bridge-building game; Networked physics; Chapter 9: Taking Our Game to the Next Level; Introduction

Creating a muzzle flash using ParticleEmitter

Sommario/riassunto	If you are a jMonkey developer or a Java developer who is interested to delve further into the game making process to expand your skillset and create more technical games, then this book is perfect for you.

2.	Record Nr.	UNINA9910788538603321
	Titolo	Fathers in Victorian fiction [[electronic resource] /] / edited by Natalie McKnight
	Pubbl/distr/stampa	Newcastle, : Cambridge Scholars, 2011
	ISBN	1-283-43591-8 9786613435910 1-4438-3311-8
	Descrizione fisica	1 online resource (252 p.)
	Altri autori (Persone)	McKnightNatalie
	Disciplina	823.80 823.809355
	Soggetti	Fatherhood in literature English fiction - 19th century - History and criticism Fathers in literature
	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	TABLE OF CONTENTS; LIST OF ILLUSTRATIONS; ACKNOWLEDGMENTS; CHAPTER ONE; CHAPTER TWO; CHAPTER THREE; CHAPTER FOUR; CHAPTER FIVE; CHAPTER SIX; CHAPTER SEVEN; CHAPTER EIGHT; CHAPTER NINE; CHAPTER TEN; CHAPTER ELEVEN; CONTRIBUTORS; INDEX
	Sommario/riassunto	This book examines the changing roles of fathers in the nineteenth century as seen in the lives and fiction of Victorian authors. Fatherhood underwent unprecedented change during this period. The Industrial Revolution moved work out of the home for many men, diminishing contact between fathers and their children. Yet fatherhood continued to be seen as the ultimate expression of masculinity, and being involved with the lives of one's children was essential to being a good father. Conflicting...