

1. Record Nr.	UNINA9910810603103321
Autore	Doran John P.
Titolo	Unity 2018 shaders and effects cookbook : transform your game into a visually stunning masterpiece with over 70 recipes // John P. Doran, Alan Zucconi
Pubbl/distr/stampa	Birmingham ; ; Mumbai : , : Packt, , 2018
ISBN	1-78839-095-4
Edizione	[Third edition.]
Descrizione fisica	1 online resource (384 pages) : illustrations
Disciplina	794.81536
Soggetti	Video games - Design Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>Bring realism to your games by mastering post-processing effects and advanced shading techniques in Unity 2018</p> <p>About This Book Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy-to-follow examples Create stunning visual effects that can be used in 3D games</p> <p>Who This Book Is For Unity Shaders and Effects Cookbook is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required to get the most from this book.</p> <p>What You Will Learn Understand physically based rendering to fit the aesthetic of your game Write shaders from scratch in ShaderLab and HLSL/Cg Combine shader programming with interactive scripts to add life to your materials Design efficient shaders for mobile platforms without sacrificing their realism Use state-of-the-art techniques, such as volumetric explosions and fur shading Master the math and algorithms behind the most used lighting models Understand how shader models have evolved and how you can create your own</p> <p>In Detail Since their introduction to Unity, shaders have been seen as notoriously difficult to understand and implement in games. Complex mathematics has always stood in the way of creating your own shaders and attaining</p>

the level of realism you crave. Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe-based guide to creating shaders using Unity. It will show you everything you need to know about vectors, how lighting is constructed with them, and how textures are used to create complex effects without the heavy math. This book starts by teaching you how to use shaders without writing code with the post-processing stack. Then, you'll learn how to write shaders from scratch, build up essential lighting, and finish by creating stunning screen effects just like those in high-quality 3D and mobile games. You'll discover techniques, such as normal mapping, image-based lighting, and animating your models inside a shader. We'll explore how to use physically based rendering to treat light the way it behaves in the real world. At the end, we'll even look at Unity 2018's new Shader Graph system. With this book, what seems like a dark art today will be second nature by tomorrow. Style and approach The recipes in this book contain step-by-step instructions, complemented with screenshots, code, and re...

2. Record Nr.	UNINA9910809106503321
Autore	Mijnssen Ivo
Titolo	The quest for an ideal youth in Putin's Russia . I Back to our future! : history, modernity, and patriotism according to Nashi, 2005-2013 // Ivo Mijnssen ; with a foreword by Jeronim Perovic
Pubbl/distr/stampa	Stuttgart, Germany : , : ibidem-Verlag, , 2014 ©2014
ISBN	3-8382-6578-5
Edizione	[Second, revised and expanded edition.]
Descrizione fisica	1 online resource (269 p.)
Collana	Soviet and Post-Soviet Politics and Society, , 1614-3515
Disciplina	301.43150947
Soggetti	Youth - Political activity - Russia (Federation) Youth movements - Russia (Federation) - History Anti-fascist movements - Russia (Federation)
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

Contents; Preface; Foreword; I Introduction; II Background and Context; Focal Points and Sources; The Soviet Collapse as Dislocation; Dislocation in Youth Politics; A New Order; Securitization in Contemporary Russia; Cultural Memory, Commemoration and Hegemony; The 60th Anniversary of Victory; Soviet and Russian Political Identities; III Russia's Youth, the Orange Revolution, and Nashi; Orange Revolution; The Orange Revolution and Russia; Taking Back the Streets; Our Victory; Patriotic Education; The Manifesto; Foreign Enemies; Domestic Enemies; Unusual Fascists  
Nashi after the Orange Revolution  
IV Remember! Nashi and the Bronze Soldier; History, National Identity and Ethnic Tension; The Bronze Soldier; Nashi and the First Protests; Bronze Nights; Events at the Estonian Embassy; The International Dimension; Aftermath; Victory Day 2007 and Beyond; V Seliger: The Foundry of Modernization; Seliger: The Early Years; Participant Observation at Seliger; International Youth Forum Seliger 2010; Difficult Beginnings; The Songs of Seliger; Leisure and Discipline; Lectures; Sharing Sessions; The World Outside; A Happy Ending?; VI Conclusions; Bibliography; Index

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## Sommario/riassunto

This book analyzes the dubious role of the Democratic Antifascist Youth Movement "Nashi" in contemporary Russia. Part of the Putinist project of political stabilization, Nashi mobilizes young Russians through its emotional appeal, skillful use of symbolic politics, and promise of professional self-realization.

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