

1. Record Nr.	UNINA9910784916903321
Autore	Parent Rick
Titolo	Computer animation [[electronic resource]] : algorithms and techniques // Rick Parent
Pubbl/distr/stampa	Amsterdam ; ; Boston, : Elsevier / Morgan Kauffman, c2008
ISBN	1-282-71105-9 9786612711053 0-08-055385-0
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (626 p.)
Collana	The Morgan Kaufmann series in computer graphics
Disciplina	006.696
Soggetti	Computer animation Computer drawing
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	Front Cover
Sommario/riassunto	Driven by the demands of research and the entertainment industry, the techniques of animation are pushed to render increasingly complex objects with ever-greater life-like appearance and motion. This rapid progression of knowledge and technique impacts professional developers, as well as students. Developers must maintain their understanding of conceptual foundations, while their animation tools become ever more complex and specialized. The second edition of Rick Parent's Computer Animation is an excellent resource for the designers who must meet this challenge. The first edition establ

2. Record Nr.	UNINA9910816309803321
Autore	Layton James, Dr.
Titolo	Bergson and Durational Performance : (Re)Ma(r)king Time // James Layton
Pubbl/distr/stampa	Bristol, England : , : Intellect, , [2022] ©2022
ISBN	1-78938-624-1 1-78938-623-3
Descrizione fisica	1 online resource (299 pages)
Disciplina	194
Soggetti	Acting - Philosophy Time perception
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Bergson and Durational Performance: (Re)Ma(r)king Time -- Copyright -- Contents -- List of Figures -- Prologue: 15 April 1912 -- Introduction -- PART ONE -- 1. Bergson, Pure Memory and Pure Duration -- 2. Bergson and Durational Performance: Duration, Immersion, Participation, Ritual -- 3. Durational Performance in a Socially Accelerated Culture: Clock-Time + Network Time = No Time -- 4. Durational Performance as a Challenge to Smooth Consumption -- PART TWO -- 5. Peak Time: Bergson and Maslow -- 6. Flow Time: Bergson and Csikszentmihalyi -- 7. Time Together: Bergson and Turner -- 8. Hotel Medea: Memory, Duration and Peak-Experience in an Accelerated Culture -- 9. All These Are the Days My Friends: Duration and Flow in Einstein on the Beach -- 10. Walking, Communitas, Ritual and Transformation -- 11. Marking, Making, Remarking, Remaking Time: Bergson and the Future of Durational Performance -- Epilogue: A Manifesto for Durational Performance -- Postscript: Arriving at the Crack of Dawn for a Plagueground Game Show -- Bibliography -- Index -- Back Cover.
Sommario/riassunto	Explores the possibility of an alternative experience of time, one that is closer to the pure duration described by philosopher Henri Bergson. Contributes to contemporary performance analysis, philosophy and

Bergson studies and examines aspects of immersive and participatory performance, ritual and online performance. 9 b&w illus.
