1.	Record Nr.	UNISALENTO991002606449707536
	Autore	Galli, Gallo
	Titolo	Socrate ed alcuni dialoghi platonici : Apologia, Convito, Lachete, Eutifrone, Liside, Jone / Gallo Galli
	Pubbl/distr/stampa	Torino : G. Giappichelli, 1958
	Descrizione fisica	246 p. ; 25 cm
	Collana	Pubblicazioni della Facoltà di magistero / Università di Torino ; 12
	Altri autori (Enti)	Università degli Studi <Torino> : Facoltà di magistero
	Disciplina	183
	Soggetti	Platone. Dialoghi Socrate
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNINA9910817019903321
	Autore	Valenza Enrico
	Titolo	Blender cycles : materials and textures cookbook : over 40 practical recipes to create stunning materials and textures using the cycles rendering engine with blender / / Enrico Valenza ; cover image by Enrico Valenza
	Pubbl/distr/stampa	Birmingham, England ; ; Mumbai, [India] : , : Packt Publishing, , 2015 ©2015
	ISBN	1-78439-992-2
	Edizione	[Third edition.]
	Descrizione fisica	1 online resource (400 p.)
	Collana	Community Experience Distilled
	Disciplina	006.693
	Soggetti	Computer animation
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Overview of Materials in Cycles; Introduction; Material nodes in Cycles; Procedural textures in Cycles; Setting the World material; Creating a mesh-light material; Using volume materials; Using displacement; Chapter 2: Managing Cycles Materials; Introduction; Preparing an ideal Cycles interface for material creation; Naming materials and textures; Creating node groups; Grouping nodes under frames for easier reading; Linking materials and node groups Chapter 3: Creating Natural Materials in CyclesIntroduction; Creating a rock material using image maps; Creating a rock material using procedural textures; Creating a sand material using procedural textures; Creating a simple ground material using procedural textures; Creating a snow material using procedural textures; Creating an ice material using procedural textures; Chapter 4: Creating Man-made Materials in Cycles; Introduction; Creating a generic plastic material; Creating a Bakelite material; Creating an expanded polystyrene material; Creating a clear (glassy) polystyrene material Creating a rubber materialCreating an antique bronze material with procedurals; Creating a multipurpose metal node group; Creating a rusty metal material with procedurals; Creating a wood material with

procedurals; Chapter 5: Creating Complex Natural Materials in Cycles; Introduction; Creating an ocean material using procedural textures; Creating underwater environment materials; Creating a snowy mountain landscape with procedurals; Creating a realistic Earth as seen from space; Chapter 6: Creating More Complex Man-made Materials; Introduction; Creating cloth materials with procedurals

Creating a leather material with proceduralsCreating a synthetic sponge material with procedurals; Creating a spaceship hull shader; Chapter 7: Subsurface Scattering in Cycles; Introduction; Using the Subsurface Scattering shader node; Simulating Subsurface Scattering in Cycles using the Translucent shader; Simulating Subsurface Scattering in Cycles using the Vertex Color tool; Simulating Subsurface Scattering in Cycles using the Ray Length output in the Light Path node; Creating a fake Subsurface Scattering node group; Chapter 8: Creating Organic Materials; Introduction

Creating an organic-looking shader with proceduralsCreating a wasp-like chitin material with procedural textures; Creating a beetle-like chitin material with procedural textures; Creating tree shaders - the bark; Creating tree shaders - the leaves; Creating a layered human skin material in Cycles; Creating fur and hair; Creating a gray alien skin material with procedurals; Chapter 9: Special Materials; Introduction; Using Cycles volume materials; Creating a cloud volumetric material; Creating a fire and smoke shader; Creating a shadeless material in Cycles

Creating a fake immersion effect material

Sommario/riassunto	This book is aimed at those familiar with the basics of Blender, looking to delve into the depths of the Cycles rendering engine to create an array of breath-taking materials and textures.