

1. Record Nr.	UNINA9910480219903321
Titolo	Race, culture, psychology, & law [[electronic resource] /] / editors, Kimberly Holt Barrett and William H. George
Pubbl/distr/stampa	Thousand Oaks, Calif. ; ; London, : SAGE, c2005
ISBN	9780761926627
Descrizione fisica	1 online resource (497 p.)
Altri autori (Persone)	Barrett, Kimberly George, William <1954->
Disciplina	342.730873
Soggetti	Discrimination - Law and legislation - United States Discrimination in justice administration - United States Electronic books. United States Race relations
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	COVER; CONTENTS; FOREWORD; THE NEED FOR CROSS-CULTURAL COMPETENCE IN PSYCHOLOGY AND THE LAW: Introduction and Overview; PART I: RACE AND JUSTICE; 1 - PSYCHOLOGY, JUSTICE, AND DIVERSITY: Five Challenges for Culturally Competent Professionals; 2 - CASE EXAMPLES: Addressing Racism, Discrimination, and Cultural Bias in the Interface of Psychology and Law; 3 - JUDICIAL COLORBLINDNESS, RACE NEUTRALITY, AND MODERN RACISM: How Psychologists Can Help the Courts Understand Race Matters; 4 - FIVE HABITS FOR CROSS-CULTURAL LAWYERING; 5 - RACE, COMMUNITY, AND CRIMINAL JUSTICE 6 - TRIALS AND TRIBULATIONS OF AFRICAN AMERICANS IN THE COURTROOM: Refuting the Myths7 - WORKING WITH AFRICAN AMERICAN CHILDREN AND FAMILIES IN THE CHILD WELFARE SYSTEM; PART II: ASSESSMENT; 8 - GUIDELINES AND SUGGESTIONS FOR CONDUCTING SUCCESSFUL CROSS-CULTURAL EVALUATIONS FOR THE COURTS; 9 - THE CONSEQUENCES OF RACIAL AND ETHNIC ORIGINS HARASSMENT IN THE WORKPLACE: Conceptualization and Assessment; 10 - CROSS-CULTURAL FORENSIC NEUROPSYCHOLOGICAL ASSESSMENT; 11 - WORKING WITH INTERPRETERS; 12 - ASSESSMENT OF ASYLUM SEEKERS

13 - EVALUATING CHILD ABUSE IN CHILDREN WHO SEEK ASYLUM: Four Cases Studies
PART III: IMMIGRATION; 14 - ENHANCING THE PSYCHOSOCIAL WELL-BEING OF ASYLUM SEEKERS AND REFUGEES; 15 - THE CHALLENGES OF AND POTENTIAL SOLUTIONS TO THE PROBLEM OF THE TRAFFICKING OF WOMEN AND CHILDREN: An Overview; 16 - FROM REFUGEE TO DEPORTEE: How U.S. Immigration Law Failed the Cambodian Community; PART IV: WORKING WITH CHILDREN AND FAMILIES; 17 - ASIAN AMERICAN/PACIFIC ISLANDER FAMILIES IN CONFLICT; 18 - THE CHALLENGE OF CULTURAL COMPETENCE: An Introduction to Working With American Muslims and Their Families
19 - UNACCOMPANIED CHILDREN IN THE UNITED STATES: Legal and Psychological Considerations
20 - AMERICAN INDIAN FAMILIES: Resilience in the Face of Legal, Economic, and Cultural Assault; PART V: JUVENILES; 21 - RACE DISPARITIES IN THE JUVENILE JUSTICE SYSTEM; 22 - A CULTURAL APPROACH FOR PROMOTING RESILIENCE AMONG ADJUDICATED MEXICAN AMERICAN YOUTH; 23 - LAW AND SOCIAL IDENTITY AND ITS EFFECTS ON AMERICAN INDIAN AND ALASKA NATIVE YOUTH; 24 - THE IMPACT OF THE JUVENILE PRISON ON FATHERS; PART VI: VIOLENCE; 25 - IMMIGRANT WOMEN AND DOMESTIC VIOLENCE; 26 - RACE AND SEXUAL OFFENDING: An Overview
27 - CULTURAL ASPECTS OF SEXUAL AGGRESSION
28 - ADVOCACY IN THE LEGAL SYSTEM: Cultural Complexities; 29 - IMMIGRATION AND HARDSHIP: Living With Fear; INDEX; ABOUT THE EDITORS; ABOUT THE CONTRIBUTORS

Sommario/riassunto

The contributors examine the intersections of psychology & the law with regard to race & culture. As diversity gains increasing levels of respect in Western society, so this is becoming an evermore important topic of concern.

2. Record Nr.	UNINA9910790790603321
Autore	Papel Ira D.
Titolo	Blepharoplasty : Thomas procedures in facial plastic surgery / / Ira D. Papel ; cover designer, Mary McKeon
Pubbl/distr/stampa	Shelton, Connecticut : , : People's Medical Publishing House, , 2012 ©2012
ISBN	1-60795-226-2
Descrizione fisica	1 online resource (135 p.)
Collana	Thomas Procedures in Facial Plastic Surgery
Disciplina	617.7/710592
Soggetti	Blepharoplasty Eyelids - Surgery Eyelids - surgery Blepharoplasty - methods Cosmetic Techniques Esthetics
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 at the end of each chapters.
Nota di contenuto	""Blepharoplasty ""; ""Contributors ""; ""Contents ""; ""1: Surgical Anatomy of the Eyelid ""; ""2: Aesthetic Evaluation of the Periorbital Region ""; ""3: Upper Eyelid Blepharoplasty ""; ""4: Lower Eyelid Blepharoplasty ""; ""5: Management of Ectropion, Laxity, and Retraction in the Blepharoplasty Patient ""; ""6: Asian Blepharoplasty ""; ""7: Periorbital Aesthetic Procedures ""; ""8: Diagnosis and Management of Ptosis in the Blepharoplasty Patient ""; ""9: Complications of Blepharoplasty ""; ""10: Aesthetics of the Brow ""; ""Index ""

3. Record Nr.	UNINA9910830057003321
Titolo	Early Mesozoic Tectonic of the Western Great Basin, Nevada
Pubbl/distr/stampa	[Place of publication not identified], : American Geophysical Union, 1989
ISBN	1-118-66707-7
Descrizione fisica	1 online resource (54 pages) : illustrations
Collana	Field trip guidebook (International Geological Congress (28th : 1989 : Washington, D.C.)), T122
Disciplina	551.409791
Soggetti	Geology, Stratigraphic
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph

4. Record Nr.	UNINA9910799484703321
Autore	Sung Kelvin
Titolo	Basic Math for Game Development with Unity 3D : A Beginner's Guide to Mathematical Foundations / / by Kelvin Sung, Gregory Smith
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
ISBN	9781484298855 1484298853
Edizione	[2nd ed. 2023.]
Descrizione fisica	1 online resource (456 pages)
Altri autori (Persone)	SmithGregory
Disciplina	794.815260151
Soggetti	Video games - Programming Computer science - Mathematics Game Development Mathematical Applications in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Chapter 1: Introduction and Learning Environment -- Chapter 2: Intervals and Bounding Boxes -- Chapter 3: Distances and Bounding Spheres -- Chapter 4: Vectors -- Chapter 5: Vector Dot Products -- Chapter 6: Vector Cross Products and 2D Planes -- Chapter 7: Axis Frames and Vector Components -- Chapter 8: Quaternions and Rotations -- Chapter 9: Conclusion.
Sommario/riassunto	This book will teach you fundamental mathematical concepts using Unity-based custom examples, explaining the implementations and demonstrating how these concepts are applied in building modern video game functionality. You will learn the theoretical foundation of each concept, and then interact, examine, and modify the implementation to inspect the effects. Basic Math for Game Development with Unity 3D begins by explaining points in the 3D Cartesian Coordinate system. From there, you'll gain insight into vectors and details of dot and cross products, quaternions, rotation and decomposition of vectors. These basic mathematical foundations are illustrated through Unity-based example implementations. Associated with these concept presentations are separate examples of how the concepts are applied in creating typical video game functionality, such

as collision support, motion simulations, autonomous behaviors, shadow approximations, and reflections off surfaces with arbitrary orientations. After completing this book, you will have a thorough understanding of core mathematical concepts and how they are used to create compelling gameplay. You will:

- Understand the basic concepts of points and vectors, and their applications in game development
- Grasp the details of autonomous behaviors such as facing a target, following and chasing an object, and more
- Apply mathematical concepts in implementing modern video game functionality such as ray casting, collision, and motion control.
