

1. Record Nr.	UNINA9910847070403321
Titolo	Advances in Debris-flow Science and Practice // edited by Matthias Jakob, Scott McDougall, Paul Santi
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2024
ISBN	3-031-48691-9
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (XIX, 636 p. 272 illus., 223 illus. in color.)
Collana	Geoenvironmental Disaster Reduction, , 2946-5729
Disciplina	551 363.34
Soggetti	Natural disasters Geomorphology Sedimentology Natural Hazards
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Debris-flow Watersheds and Fans: Morphology, Sedimentology and Dynamics -- Fatalities from Debris Flows: Worldwide Distribution and Trends -- Flume Modeling of Debris Flows. -Numerical Modeling of Debris Flows: A Conceptual Assessment -- Sediment Entrainment and Deposition -- Causes and Triggers -- Debris-flow Dating and Magnitude Reconstruction -- Statistical Techniques for Debris-flow Frequency-Magnitude Analyses -- Climate Change Effects on Debris Flows -- Post-wildfire Debris Flows.-Lahars: Origins, Behavior and Hazards -- Regional Debris-flow Hazard Assessments -- Debris-flow Risk Assessment -- Functional Design of Mitigation Measures: From Design Event Definition to Targeted Process Modifications -- Advances in Design of Barriers for Debris-flow Impact -- Check Dam Failures -- Warning Systems and Instrumentation -- Land Use Planning on Debris-flow Fans.
Sommario/riassunto	This book provides a summary of the state of the art of all facets of debris-flow science and practice and is designed to be a comprehensive technical reference for practitioners and a state-of-the-art research overview for scientists. It is richly illustrated with

equations, graphs, photos, and tables. The book allows students, practitioners, and regulators to get a sense of the current state of the art in this science. Currently, there are 2 to 3 papers published every week on some aspects of debris-flow science. This creates a bewildering amount of literature that cannot be captured by a single individual. This book provides a comprehensive overview of all facets to date, including initial hazard assessments, detailed quantitative risk assessments, debris-flow warning systems, debris-flow mitigation structure designs, and failures of mitigation works, as well as new topics such as climate change effects on debris flows.

2. Record Nr.	UNINA9910962386703321
Autore	Totten Christopher W
Titolo	Game character creation with Blender and Unity // Chris Totten
Pubbl/distr/stampa	Indianapolis, : John Wiley & Sons, 2012
ISBN	9786613662408 9781280685460 1280685468 9781118226902 1118226909
Edizione	[1st ed.]
Descrizione fisica	1 online resource (322 p.)
Classificazione	COM000000
Disciplina	006.693
Soggetti	Video game characters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Game Character Creation with Blender and Unity; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Basic Game Art Concepts; Game Design Workflows; Creating Game Assets; Understanding and Optimizing 3D Game Art; Working with Game Engines; Scripting Happens; Chapter 2: Blender Basics for Game Characters; Working with Blender's Unique Features; Working with Editor Arrangement and Types; Navigating and Viewing 3D Space; Creating and Manipulating Objects; Using the Properties Editor; Know

Your Hotkeys; Making a Simple Block Character; Useful Techniques
Chapter 3: Modeling the Character Working with Model Sheets; Shaping the Torso for Low Polygon Count; Extruding the Legs and Feet; Making the Arms and Hands; Separating Body Components to Create Clothing; Creating the Head with Poly-by-Poly Modeling; Carving Out Zombie Damage; Chapter 4: Prepping for Zombie Details with UV Unwrapping; The Uses of UV Layouts; Drawing Seams; Using Blender's UV/Image Editor; Laying Out a UV Sheet; Using Blender's Live Unwrap Functions; Chapter 5: Sculpting for Normal Maps; The Purpose of Sculpting; Introducing the Multires Modifier
Using Blender's Sculpting Interface Sculpting the Zombie in Blender; Baking Normal Maps; Chapter 6: Digital Painting Color Maps; Understanding Digital Painting; Preparing for Color Map Painting; Digital Painting Best Practices; Applying Your Color Map to the Zombie; Chapter 7: Rigging for Realistic Movement; Understanding Rigging; Creating a Simple Armature; Finishing the Armature with Constraints; Linking the Armature and Zombie; Chapter 8: Animating the Zombie; Understanding and Planning Game Animation; Using Blender's Animation System; Creating an Idle Animation; Creating a Walk Animation
Creating a Chase Animation Creating a Run Animation; Organizing Your Animations; Chapter 9: Unity Engine Basics; Understanding Unity's Logic and Interface; Building a Whiteblock Level with Unity Primitives; Creating and Editing Materials in Unity; Organizing Assets with Unity Empties; Chapter 10: Implementing Your Zombie in a Unity Game; Importing Models into Unity; Unity Scripting-A Crash Course; Adding Interactivity to the Zombie; Turning the First Person Controller into an FPS Hero; Adding Other Gameplay Elements; Wrapping Up; Index

Sommario/riassunto

A complete guide to creating usable, realistic game characters with two powerful tools Creating viable game characters requires a combination of skills. This book teaches game creators how to create usable, realistic game assets using the power of an open-source 3D application and a free game engine. It presents a step-by-step approach to modeling, texturing, and animating a character using the popular Blender software, with emphasis on low polygon modeling and an eye for using sculpting and textures, and demonstrates how to bring the character into the Unity game engine. Game
