

1. Record Nr.	UNISA996387593003316
Titolo	James the Second, by the grace of God King of England, Scotland, France and Ireland, defender of the faith, &c [[electronic resource]] : to all and singular archbishops, archdeacons, deans, and their officials parsons, vicars, curates, and all other spiritual persons .
Pubbl/distr/stampa	In the Savoy [i.e. London], : Printed by Thomas Newcomb ..., 1687/8 [i. e. 1688]
Descrizione fisica	1 broadside
Altri autori (Persone)	James, King of England, <1633-1701.>
Soggetti	Huguenots - England Great Britain History James II, 1685-1688 Great Britain Politics and government 1660-1688
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from first 3 lines of text. For relief of Huguenot refugees in England. Reproduction of original in the Harvard University Library.
Sommario/riassunto	eebo-0062

2. Record Nr.	UNISA996211367603316
Titolo	Taxes : the tax magazine
Pubbl/distr/stampa	Chicago, : Commerce Clearing House
Disciplina	343 343.7304/05 347.303405
Soggetti	Taxation - United States Income tax - United States Impôt - États-Unis Impôt sur le revenu - États-Unis Income tax Taxation Periodicals. United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Nota di bibliografia	Includes bibliographical material and court decisions.

3.	Record Nr.	UNINA9910142013903321
	Titolo	The Asian journal of technology management
	Pubbl/distr/stampa	Bandung : , : Institut Teknologi Bandung
	ISSN	2089-791X
	Descrizione fisica	1 online resource
	Soggetti	Technology - Management Periodicals.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Periodico
	Note generali	Refereed/Peer-reviewed
4.	Record Nr.	UNINA9910967490303321
	Titolo	Game physics pearls / / edited by Gino van den Bergen and Dirk Gregorius
	Pubbl/distr/stampa	Natick, Mass. : , : A.K. Peters, , 2010
	ISBN	1-04-017932-0 0-429-18943-5 1-4665-3849-X 1-4398-6555-8
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (366 p.)
	Altri autori (Persone)	BergenGino van den GregoriusDirk
	Disciplina	794.8/1526
	Soggetti	Video games - Programming Physics - Programming
	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; Contents; Foreword; Preface; - I - Game Physics 101; - 1 - Mathematical Background; - 2 - Understanding Game Physics Artifacts; - II - Collision Detection; - 3 - Broad Phase and Constraint Optimization for PlayStation 3; - 4 - SAT in Narrow Phase and Contact-Manifold Generation; - 5 - Smooth Mesh Contacts with GJK; - III - Particles; - 6 - Optimized SPH; - 7 - Parallelizing Particle-Based Simulation on Multiple Processors; - IV - Constraint Solving; - 8 - Ropes as Constraints; - 9 - Quaternion-Based Constraints; - V - Soft Body; - 10 - Soft Bodies Using Finite Elements
- 11 - Particle-Based Simulation Using Verlet Integration- 12 - Keep Yer Shirt On; - VI - Skinning; - 13 - Layered Skin Simulation; - 14 - Dynamic Secondary Skin Deformations; Glossary of Notation; Contributors

Sommario/riassunto

Implementing physical simulations for real-time games is a complex task that requires a solid understanding of a wide range of concepts from the fields of mathematics, physics, and software engineering. This book is a gems-like collection of practical articles in the area of game physics. Each provides hands-on detail that can be used in practical applications. The chapters cover topics such as collision detection, particle-based simulations, constraint solving, and soft-body simulation. An introductory section provides the mathematical foundations and offers some background for the problems i
