

1. Record Nr.	UNINA9910698221303321
Autore	Kilcullen David
Titolo	Counterinsurgency // David Kilcullen
Pubbl/distr/stampa	Carlton North, Vic., : Scribe Publications, 2010 Washington, D.C. : , : Headquarters, Dept. of the Army : , : Headquarters, Marine Corps Combat Development Command, Dept. of the Navy, Headquarters, U.S. Marine Corps, , [2006]
ISBN	1-921753-24-2
Descrizione fisica	1 online resource (264 p.)
Collana	MCWP ; ; 3-33.5 FM ; ; 3-24
Disciplina	355 355.02 355.0218
Soggetti	Guerrilla warfare Counterinsurgency Military history, Modern - 20th century Military history, Modern - 21st century Handbooks and manuals.
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	Contents; Preface; Introduction: Understanding Insurgency and Counterinsurgency; Part 1: A GROUND-LEVEL PERSPECTIVE; Introduction to the Expanded and Annotated ""Twenty-Eight Articles""; 1. Twenty-Eight Articles: Fundamentals of Company-level Counterinsurgency; 2. Measuring Progress in Afghanistan; Introduction to ""Globalization and the Development of Indonesian Counterinsurgency Tactics""; 3. Globalization and the Development of Indonesian Counterinsurgency Tactics; Introduction to ""Reflections on the Engagement at Motaain Bridge"" 4. Reflections on the Engagement at Motaain Bridge, 10 October 19995. Deiokes and the Taliban: Local Governance, Bottom-up State Formation, and the Rule of Law in Counterinsurgency; Part 2: A GLOBAL PERSPECTIVE; 6. Countering Global Insurgency; Notes; Index

Sommario/riassunto

David Kilcullen is one of the world's most influential experts on counterinsurgency and modern warfare. A senior adviser to General David Petraeus in Iraq, his vision of war powerfully influenced America's decision to rethink its military strategy in Iraq and implement 'the Surge', now recognised as a dramatic success. In Counterinsurgency, Kilcullen brings together his most salient writings on this key topic. At the heart of the book is his legendary 'Twenty-Eight Articles', in which he shows company leaders how to practise counterinsurgency in the real world, 'at night, with the GPS down, th

2. Record Nr.	UNINA9910970543603321
Autore	Cook Perry R., author
Titolo	Real sound synthesis for interactive applications // Perry R. Cook
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2016 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781040055618 1040055613 9781568814070 1568814070
Edizione	[1st ed.]
Descrizione fisica	xvii, 263 p. : ill
Disciplina	621.389/3
Soggetti	Video games - Design Video games - Programming Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes and index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover -- Contents -- Introduction -- 1. Digital Audio Signals -- 2. Sampling (Wavetable) Synthesis -- 3. Digital Filters -- 4. Modal Synthesis -- 5. The Fourier Transform -- 6. Spectral Modeling and Additive Synthesis -- 7. Subband Vocoders and Filterbanks -- 8. Subtractive Synthesis and LPC -- 9. Strings and Bars -- 10. Nonlinearity, Waveshaping, FM -- 11. Tubes and Air Cavities -- 12. Two and Three Dimensions -- 13. FOFs, Wavelets, and Particles -- 14.

Exciting and Controlling Sound Models -- 15. Walking Synthesis: A Complete System -- 16. Examples, Systems, and Applications -- A. DFT, Convolution, and Transform Properties -- B. The Ideal String -- C. Acoustic Tubes -- D. Sound Examples and Code -- E. The Synthesis Toolkit in C++ -- Back Cover.

Sommario/riassunto

Virtual environments such as games and animated and "real" movies require realistic sound effects that can be integrated by computer synthesis. The book emphasizes physical modeling of sound and focuses on real-world interactive sound effects. It is intended for game developers, graphics programmers, developers of virtual reality systems and training simulators, and others who want to learn about computational sound. It is written at an introductory level with mathematical foundations provided in appendices.
