

1. Record Nr.	UNINA9911019882703321
Autore	Alexander Michael
Titolo	Excel Quick and Easy
Pubbl/distr/stampa	Newark : , : John Wiley & Sons, Incorporated, , 2025 ©2025
ISBN	1-394-34527-5 1-394-34528-3
Edizione	[1st ed.]
Descrizione fisica	1 online resource (175 pages)
Altri autori (Persone)	KusleikaDick
Disciplina	005.54
Soggetti	Electronic spreadsheets - Computer programs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>A fast, up-to-date, and convenient desk reference for Excel users of any skill level Drawn from the most important tasks in the latest bestselling Excel Bible , Excel Quick and Easy is your ticket to data mastery. Excel veterans Michael Alexander and Dick Kusleika distil the most essential and useful tasks you need to understand about the world's most popular spreadsheet program, from functions to charts, graphs, formulas and more. Prepare for a whirlwind tour of Excel, packed with simple and step-by-step guides to common and lesser-known Excel features. This book shows you how to: Create new spreadsheets and workbooks by entering and editing worksheet data Simplify working with large amounts of data by naming and moving ranges Make calculations and draw conclusions from your data by using formulas Visualize and present your data by creating functional charts The secret weapon in your productivity arsenal Being great at Excel is quickly becoming a standard expectation for a ton of employers and organizations, in all sorts of industries. Sharpening your skills can boost your workplace performance and make it easier to land promotions or find new roles. Excel Quick and Easy makes it a breeze to develop the proficiencies that help you stand out from your peers. Unique features of this book Step-by-step guides to the most commonly used and productive Excel tasks, from basic worksheet</p>

operations to formatting spreadsheets for hardcopy printing Intuitive explanations for making your data tell a compelling story with visualizations, including charts, graphs, and tables Advanced number-crunching techniques, including formulas and functions, that help you unlock fresh insights and new conclusions from your data Excel Quick and Easy is the perfect reference for brand-new Excel users trying to get up-to-speed quickly and confidently. It's also a must-read for anyone migrating from another spreadsheet program, like Google Sheets, or more experienced Excel users who need to solidify and improve their skills. If you're tired of stumbling through your spreadsheets and just "surviving" in Excel, grab a copy of Excel Quick and Easy and supercharge your productivity. You'll refine your understanding of the basics, learn brand-new skills and features, and become the Excel expert that every office desperately needs.

2. Record Nr.	UNINA9910962499403321
Autore	Ahearn Luke
Titolo	3D game art : f/x & design / / Luke Ahearn
Pubbl/distr/stampa	Scottsdale, Arizona : , : Coriolis, , 2001
Descrizione fisica	1 online resource (xxv, 379 pages) : illustrations (some color)
Disciplina	006.6/93
Soggetti	Computer graphics Real-time programming Three-dimensional display systems
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	Intro -- About the Author -- Acknowledgments -- Contents at a Glance -- Table of Contents -- Introduction -- Game Art Sources -- Game Textures: The Basics -- Advanced Texture Creation and Management -- Logos: The Essence of Your Project -- Menus and Interfaces: The Gateways to the Game World -- Automating Texture Creation -- World Building -- The Game World Editor -- Game World Geometry -- Creating a Game World -- Adding Models to Your World

-- Lighting the World -- The Reality Factory -- Game Art Resources --
Index.

Sommario/riassunto

-- Covers the hottest technology of 2-D and 3-D game art and shows step-by-step how to create the special effects in today's leading games
-- Teaches specialized skills, tricks, and techniques used to create professional-quality game art elements, including backgrounds, special effects, lighting, and much more -- Features a 32-page color section that displays various techniques, screen shots of games, game textures, and other game assets -- Discusses the parts of a computer game from the artist's perspective including interfaces, menus, characters, 3-D models, and game levels -- Includes a CDROM containing a large collection of game development software and graphic elements
