1. Record Nr. UNINA9911095823703321

Autore	Appleoff Lyons Sandy, author
Titolo	Costume design for video games : an exploration of historical and fantastical skins / / edited by Sandy Appleoff Lyons
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2019 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781351618175 1351618172 9781351618168 1351618164 9781315111148 1315111144
Edizione	[First edition.]
Descrizione fisica	1 online resource
Disciplina	794.8
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 index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Pipeline Costumes for Games / Gavin Rich -- Style Sheets / Sandy Appleoff Lyons -- Thoughts on Character Design / Lou Police -- 4 Design / Sandy Appleoff Lyons -- Immortals and the Creative Process / Sandy Appleoff Lyons -- Draping / Sandy Appleoff Lyons -- Research / Sandy Appleoff Lyons and Jennifer Martinez Wormser -- Translation into 3D / Sandy Appleoff Lyons, Jaime Stagg, and Anna Sakoi -- Egypt and Mesopotamia (3000-600 BC) / Sandy Appleoff Lyons -- Minoan and Greek (2900-300 BC) / Sandy Appleoff Lyons -- Etruscan and Roman (800 BC-AD 400) / Sandy Appleoff Lyons -- Byzantine/Early Medieval (AD 300-1300) / Sandy Appleoff Lyons -- Late Middle Ages (AD 1300-1500) / Sandy Appleoff Lyons -- Italian Renaissance (1400-1600) / Sandy Appleoff Lyons -- Northern Renaissance (AD 1500-1600) / Sandy Appleoff Lyons.
Sommario/riassunto	"Researching costume and character development pertaining to plots,

	scenarios and visionable goals, while exploring silhouettes, draping and aesthetics of era in the context of the human experience, both real and imaged. This survey of costume design for the video game market includes an exploration of the aesthetics of historical, fantasy and futuristic influences. Supporting solid process for creative problem solving as it applies to costume design and the design principles applied. This is uniquely done through a reader project, which in turn builds and implements research skills and the creation of authentic designs"--

2. Record Nr. UNINA9911142927403321

Autore	Porubov Alexey V
Titolo	Amplification of nonlinear strain waves in solids / / Alexey V. Porubov
Pubbl/distr/stampa	Singapore ; ; River Edge, NJ, : World Scientific, c2003
ISBN	9786611934439 9781281934437 1281934437 9789812794291 9812794298
Edizione	[1st ed.]
Descrizione fisica	1 online resource (229 p.)
Collana	Series on stability, vibration, and control of systems. Series A ; ; v. 9
Disciplina	530.4/16
Soggetti	Stress waves Solids Differential equations, Nonlinear - Numerical solutions Nonlinear waves
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 (p. 199-209) and index.
Nota di contenuto	Preface; Contents; 1. Basic concepts; 1.1 Single nonlinear waves of permanent shape; 1.2 Formation of nonlinear waves of permanent shape from an arbitrary input; 1.3 Amplification attenuation and selection of nonlinear waves; 2. Mathematical tools for the governing equations analysis; 2.1 Exact solutions; 2.2 Asymptotic solutions; 2.3 Numerical methods; 2.4 Use of Mathematica; 3. Strain solitary waves in

Sommario/riassunto

This book treats two problems simultaneously: sequential analytical consideration of nonlinear strain wave amplification and selection in wave guides and in a medium; demonstration of the use of even particular analytical solutions to nonintegrable equations in a design of numerical simulation of unsteady nonlinear wave processes. The text includes numerous detailed examples of the strain wave amplification and selection caused by the influence of an external medium, microstructure, moving point defects, and thermal phenomena. The main features of the book are: (1) nonlinear models of the stra