

1. Record Nr.	UNINA9911098083003321
Autore	Pronovost Gilles
Titolo	Temps culture et société : Essai sur le processus de formation du loisir et des sciences du loisir dans les sociétés occidentales // Gilles Pronovost
Pubbl/distr/stampa	Sillery [Que.], : Presses de l'Universite du Quebec, 1983
ISBN	9782760520387 2760520382 9781441608895 1441608893
Edizione	[1st ed.]
Descrizione fisica	1 online resource (352 p.)
Disciplina	306/.48
Soggetti	Time management Leisure - Social aspects Leisure Electronic books.
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes indexes.
Nota di bibliografia	Bibliography: p. [291]-322.
Nota di contenuto	TEMPS, CULTURE ET SOCIETE; Table des matieres; Liste des tableaux; Liste des figures; Remerciements; Presentation; Partie 1_Transformations culturelles, changements sociaux et dynamique de formation du loisir moderne; Chapitre 1_Revolution industrielle, culture et loisir dans l'Angleterre contemporaine; Chapitre 2_Ethique du travail, pouvoir professionnel et culture de masse aux Etats-Unis; Chapitre 3_Temps sociaux, education populiare et ideologies de la culture en France; Chapitre 4_Les transformations de la problematique du loisir au Quebec, dans ses rapports avec le temps et la culture Conclusion de la partie 1Partie 2_Problemes actuels et perspectives de la recherche dans les sciences du loisir; Chapitre 5_Limites et possibilites des sciences du loisir; Chapitre 6_Les obstacles epistemologiques fondamentaux; Chapitre 7_La connaissance appliquee; Conclusion de la partie 2_La recherche en loisir et le developpement culturel; Bibliographie thematique; Index onomastique; Index Thematique

Sommario/riassunto

Cet ouvrage tente de dire que les sciences du loisir, par-dela leur quete difficile d'objectivite, constituent, pour les societes industrielles, au meme titre que la sociologie et l'anthropologie, par exemple, une nouvelle maniere de se comprendre elles-memes. Lentement surgies des transformations majeures de l'industrialisation, les sciences du loisir nous parlent de ces changements culturels dont nous sommes tisse; elles font, a leur maniere, œuvre de culture.

2. Record Nr.	UNINA9911117634503321
Autore	Wolf Mark J. P
Titolo	Calculated Imagery : A History of Computer Graphics in Hollywood Cinema
Pubbl/distr/stampa	New York : , : Morgan & Claypool Publishers, , 2025 ©2025
ISBN	9798400712685
Edizione	[1st ed.]
Descrizione fisica	1 online resource (1042 pages)
Collana	ACM Bks.
Soggetti	COMPUTERS / Design, Graphics & Media / General COMPUTERS / Design, Graphics & Media / Graphics Tools COMPUTERS / Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Advance Praise for Calculated Imagery -- Calculated Imagery -- Contents -- List of Figures -- List of Acronyms -- Foreword by Gary Demos -- Acknowledgments -- Introduction -- Calculating Imagery -- Early Computer Output and Graphics -- The Spread of Computer-generated Imagery -- Photorealistic Imagery versus Photostylized Imagery -- 1 Simulating Computers and Computer Graphics -- 1.1 Screens On-screen -- 1.2 Computers On-screen -- 1.3 Simulating Computer Graphics -- 1.4 Faking Computer Graphics into the 1970s and 1980s -- 2 Computer Graphics as Diegetic Computer Graphics -- 2.1 Computer Graphics Introduced to the Public -- 2.2 Lissajous Figures, Vertigo, and John Whitney Sr. -- 2.3 Early Film Recorders -- 2.4 Vector versus Raster Graphics -- 2.5 Wireframe Imagery -- 2.6

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Digital Intermediates -- 6.7 Previsualization -- 6.8 Digital Puppeteering and Motion Capture -- 6.9 Motion Tracking, Matchmoving, and Optical Flow -- 6.10 Advanced Digital Compositing -- 6.11 Digital Cameras -- 6.12 Combining Digital and Virtual Cameras -- 6.13 Virtual Production -- 6.14 Digital Distribution and Projection -- 7 Computer Graphics as Automated Imagery -- 7.1 A Car Stunt Simulation -- 7.2 Early Forms of Simulation -- 7.3 Kinematic and Dynamic Methods -- 7.4 Procedural Generation -- 7.5 Complex Physics Simulations -- 7.6 Agents and Artificial Intelligence -- 7.7 The Future of Computer Graphics in Cinema -- Epilogue: The Cinematic Image as a Computer Graphic -- The Initial Resistance to Digital Imaging -- The Ontology of Computer-generated Imagery -- Author's Biography -- Index.

Sommario/riassunto

This is a comprehensive history of computer graphics in Hollywood cinema. As the first such work of its kind, it is an essential reference for anyone interested in the history of cinema, visual effects, or computer graphics, and the industries of which they are a part.
