

1. Record Nr.	UNISA996336058603316
Titolo	Advances in production engineering & management
Pubbl/distr/stampa	Maribor, Slovenia : , : Faculty of Mechanical Engineering, University of Maribor, , [2006]-
ISSN	1855-6531
Descrizione fisica	1 online resource
Disciplina	[E]
Soggetti	Production engineering Production engineering - Management Technique de la production Gestion Management Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed

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