1. Record Nr. UNISA996385638103316

Titolo	Tiomna Nuadh ar dTighearna agus ar Slanuigheora Iosa Criosd [[electronic resource]] : ar na tarrvgng go firineac as Greigis go Goideilg / / re Huilliam O Domhnuill
Pubbl/distr/stampa	A Lunnduin, : Ar na cur a gelo re R. Ebherringtam, an bliadain ducois an Tigerna, 1681
Descrizione fisica	[18], 364 p
Altri autori (Persone)	O'DomhnuillHuilliam <d. 1628.> BoyleRobert <1627-1691.> SallAndrew <1612-1682.>
Lingua di pubblicazione	Irlandese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Printed in double columns. "In 1573 the translation of the N.T. into Irish was undertaken by Nicholas Walsh ... John O'Kearney ... and Nehemias Donellan ... The version was completed by William Daniel ... or O'Donnell" and was first published at Dublin in 1602. "The publication ... of the 1681 edition, was promoted by the Hon. Robert Boyle ... The English preface was written by Andrew Sall ... and the Irish translation of it ... made by an Irish scholar named Reilly." cf. Darlow & Moule "To the Christian people of Ireland", the preface, prelim. p.[3]-[12]; "An reumh radh chum pobuil criosduighe na hEireann", prelim. p. [13]-[17]. Wing number B2715 cancelled; replaced by B2759C. Reproduction of original in Huntington Library.
Sommario/riassunto	eebo-0113

2. Record Nr. UNINA9910791258203321

Autore	Mullen Tony <1971->
Titolo	Blender studio projects [[electronic resource]] : digital movie-making / / Tony Mullen, Claudio Andaur
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Pub., c2010
ISBN	1-282-68311-X 9786612683114 0-470-87583-6
Edizione	[1st ed.]
Descrizione fisica	1 online resource (275 p.)
Altri autori (Persone)	AndaurClaudio <1970->
Disciplina	006.6/96
Soggetti	Computer animation Motion pictures - Editing - Data processing Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes index.
Nota di contenuto	Blender Studio Projects: Digital Movie-Making; About the Authors; Contents; Introduction; Who Should Buy This Book; Regarding Software Versions; How to Use This Book; What's Inside; What's on the DVD; Chapter 1: Blender in the Studio; The Professional Blender; Blender's Professional Beginnings; Welcome to Licuadora Studio; The Blender-Based Animation Studio; Chapter 2: Planning and Preproduction; Conceptualizing the Movie; Designing Characters; Storyboarding; Pacing the Story with a 2D Animatic; Chapter 3: Creating a 3D Animatic; Working with an Asset Library; Organizing Sequences and Shots Animating and Rendering the AnimaticChapter 4: Modeling; Organic Modeling Techniques; Cloth and Clothing; Inorganic Modeling; Chapter 5: Rigging Characters; Using Armatures, Modifiers, and Deformation; Mastering Complex PyDrivers; Controlling Textures with PyDrivers; Chapter 6: Animating a Character Scene; Preparing to Animate; Implementing the Stages of Character Animation; Creating Facial Animation; Adding Cloth and Hair; Chapter 7: Descent into the Maelstrom; Setting the Scene; Using Textures, Modifiers, and Simulation; Touching Up the Shot with Node-Based Compositing Appendix: About the Companion DVDWhat You'll Find on the DVD;

	System Requirements; Using the DVD; Troubleshooting; Index
Sommario/riassunto	"Learn how to get professional results from Blender. Start from scratch-the way it happens in the studio-and create fully rendered objects with Blender open-source 3D animation software and this real-world, roll-up-your-sleeves guide. No time is wasted-this book plunges straight into step-by-step instruction designed to help you build skills and create solid assets for film, video, and games. Blender is gaining clout in professional settings, and you can get a running start with this series of hands-on tutorials that encompasses multiple disciplines. The book includes a DVD with starter, intermediate, and final files, as well as movie files to help you every step of the way. Helps you harness Blender, the free, open-source alternative to commercial CG packages such as Maya and 3ds Max. Presents projects that start from scratch and encompass multiple disciplines, thoroughly teaching you the Blender software. Shows you how to use Blender attributes and tools for professional results. Allows you to emerge with finished, renderable objects and assets for use in film, video, or games. Includes a DVD with starter, intermediate, and final files, plus movie files for reference. This unparalleled book contains everything you need to know to take your Blender skills to a new level"--

3. Record Nr. UNINA9910812228303321

Titolo	Our human variability : a conversation with Stephen Scherer / / edited with an introduction by Howard Burton
Pubbl/distr/stampa	[Place of publication not identified] : , : Ideas Roadshow, , [2020] ©2014
ISBN	1-77170-053-X
Descrizione fisica	1 online resource (78 pages)
Collana	Ideas Roadshow Conversations
Disciplina	576.54
Soggetti	Variation (Biology)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- A Note on the Text -- Introduction -- The Conversation -- I. James Watson's Legacy -- II. In the Lab -- III. Chromosome 7 -- IV. Back to Basics -- V. Revolutionary Stirrings -- VI. Going Global -- VII. Variability and Evolution -- VIII. Causes and Implications -- IX: Towards Treatment -- X. The Definition of Disease -- XI. Probing Deeper -- XII. Ethical and Societal Issues -- XIII. Future Possibilities -- XIV. Contact with Autism -- XV. Nobel Thoughts -- XVI. The Human Condition -- Continuing the Conversation.
Sommario/riassunto	This book is based on an in-depth filmed conversation between Howard Burton and Stephen Scherer, the GlaxoSmithKline Research Chair in Genome Sciences at the Hospital for Sick Children and University of Toronto. Stephen Scherer discusses his lifelong passion for science that culminated in his groundbreaking discovery of copy-number variation. This wide-ranging conversation also covers his exciting work in autism research and how copy number variation brings us a deeper understanding of both human variability and disease.This carefully-edited book includes an introduction, More Things in DNA, Horatio..., and questions for discussion at the end of each chapter. Howard Burton was the Founding Director of Canada's Perimeter Institute for Theoretical Physics. He holds a PhD in theoretical physics and an MA in philosophy. This book is part of an expanding series of 100+ Ideas Roadshow conversations, each one presenting a wealth of candid insights from a leading expert in a focused yet informal setting

		to provide a uniquely accessible window into frontline research and scholarship that wouldn't otherwise be encountered through standard lectures and textbooks.
4.	Record Nr.	UNINA9910831499703321
	Titolo	Advanced Computational Applications of Geometric Algebra : First International Conference, ICACGA 2022, Denver, CO, USA, October 2-5, 2022, Proceedings / / edited by David W. Silva, Eckhard Hitzer, Dietmar Hildenbrand
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
	ISBN	3-031-34031-0
	Edizione	[1st ed. 2024.]
	Descrizione fisica	1 online resource (254 pages)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13771
	Disciplina	929.605
	Soggetti	Computer science Computer science - Mathematics Machine learning Mathematical physics Computer Science Mathematical Applications in Computer Science Machine Learning Theoretical, Mathematical and Computational Physics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Geometric applications -- Computer science applications -- Technological applications -- Applications to physics and mathematics.
	Sommario/riassunto	This book constitutes the post-conference proceedings of the First International Conference on Advanced Computational Applications of Geometric Algebra, ICACGA 2022, held in Denver, CO, USA, during October 2-5, 2022. The 18 full papers presented in this book together with 12 abstracts of invited talks were carefully reviewed and selected from 24 submissions. The papers are grouped in the following topical sections: geometric applications; computer science applications;

technological applications; and applications to physics and mathematics.