

1. Record Nr.	UNISA996387098703316
Autore	Taylor John <1580-1653.>
Titolo	Taylors revenge, or, The rymer William Fennor firkt, feritted, and finely fetcht ouer the coales [[electronic resource]] : wherein his riming raggamuffin rascallity, without partiallity, or feare of principallity, is anagramatized, anotomized, & stigmatized : the occasion of vvhich inuictue, is breifly set dovne in the preface to the reader
Pubbl/distr/stampa	At Rotterdam, at the signe of the blew Bitch in Doglane [i.e. London], : [E. Allde] and are to be sold, almost anywhere, and transported ouer sea in a cods belly, and cast vp at Cuckolds Haven the last spring-tide, 1615
Descrizione fisica	[26] p
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	<p>In verse.</p> <p>Signatures: A(-A1), B.</p> <p>Actual publisher and place of publication from STC (2nd ed.)</p> <p>"Reuenge doth Gallop when it seemes to creepe, For though my wrong did winke, it did not sleepe."--T.p. Reproduction of original in the Guildhall Library (London, England)</p>
Sommario/riassunto	eebo-0059

2. Record Nr.	UNINA9910974102603321
Autore	Hillar Gaston C
Titolo	3D game development with Microsoft Silverlight 3 : beginner's guide : a practical guide to creating real-time responsive online 3D games in Silverlight 3 using C#, XBAP WPF, XAML, Balder, and Farseer Physics Engine / / Gaston C. Hillar
Pubbl/distr/stampa	Birmingham, United Kingdom : , : Packt Publishing, , 2009
ISBN	9786612305054 9781282305052 1282305050 9781847198938 1847198937
Edizione	[1st ed.]
Descrizione fisica	1 online resource (452 pages)
Collana	Learn by doing : less theory, more results
Disciplina	005.1
Soggetti	Video games - Programming Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Lights, Camera, and Action!; UFOs in the sky!: Invaders; Time for action - preparing the development environment; Time for action - recognizing digital art assets; Time for action - creating the raster digital content; Digital Content Creation tools; Basic elements of a 2D and/or 3D real-time game; Programming responsibilities; Time for action - installing tools to manipulate; scalable digital content; XAML works fine with Silverlight 3; Time for action - creating the scalable digital content in XAML; Previewing and scaling XAML vector graphics Time for action - testing the scalable digital content using XamlPad; Editing vector illustrations using Expression Design; Preparing a gaming framework; Time for action - creating Silverlight applications; Time for action - building and running Silverlight applications; Programming event handlers in the main page; Time for action - creating XBAP WPF applications; Time for action - building and running the; XBAP WPF applications; Summary; Chapter 2: Working with 2D

Characters; Creating an accelerated graphics viewport; Time for action - enabling hardware acceleration
Time for action - transforming media using the GPU Caching rendered content; Scaling and rotating a vector-based illustration; Time for action - shaking many illustrations at the same time; Running loops faster; Accelerating transforms and blends; Using 2D vectors; Time for action - detecting GPU-acceleration problems; Understanding GPU acceleration limitations; Creating encapsulated object-oriented characters; Time for action - creating User Control classes to hold images; Time for action - displaying images and sprites; Showing a sprite on the screen; Defining the behavior
Understanding dimensions
Managing resolutions; Screen resolutions; Summary; Chapter 3: Combining Sprites with Backgrounds; The first remake assignment; Time for action - creating sprites based on XAML; vector-based graphics; Defining the relative center point; Time for action - creating a specialized sprite; management class; Taking full advantage of object-oriented capabilities; Preparing the classes for inheritance; Wrapping a UserControl to manage it; Time for action - creating a superclass for some characters; Time for action - creating the subclasses for the characters
Time for action - creating methods for the game loop
Creating objects on the fly; Managing dynamic objects; Time for action - writing the game loop; Animating multiple sprites; Managing a complex game loop; Time for action - detecting collisions between 2D characters; Using colors to paint sprites; Summary; Chapter 4: Working with 3D Characters; The second remake assignment; Time for Action - exporting a 3D model without; considering textures; XAML 3D models; Time for action - from DCC tools to WPF; XBAP WPF applications with 3D content; Time for action - displaying a 3D model in a 2D screen with WPF

Sommario/riassunto

A practical guide to creating real-time responsive online 3D games in Silverlight 3 using C#, XBAP WPF, XAML, Balder, and Farseer Physics Engine
