1. **Record Nr.** UNISA996388659703316

Autore N. N

Titolo Mutiny maintained: or, Sedition made good from its [brace] unity, knowledge, wit, government [[electronic resource]] : Being a discourse, directed to the Armies information

Pubbl/distr/stampa [London, : s.n., 1660]

Descrizione fisica 16 p

Soggetti Sedition - England

Great Britain History Commonwealth and Protectorate, 1649-1660 Early works to 1800

Lingua di pubblicazione Inglese

Formato Materiale a stampa

Livello bibliografico Monografia

Note generali Imprint from Wing.

P. 2 signed: N.N.

Annotation on Thomason copy: "Feb: 3. 1659".

Reproduction of the original in the British Library.

Sommario/riassunto eebo-0018

2.	Record Nr.	UNINA9910483519503321
	Autore	Kumar Abhishek
	Titolo	Immersive 3D Design Visualization : With Autodesk Maya and Unreal Engine 4 / / by Abhishek Kumar
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2021
	ISBN	1-4842-6597-1
	Edizione	[1st ed. 2021.]
	Descrizione fisica	1 online resource (XIII, 301 p. 400 illus.)
	Disciplina	794.815
	Soggetti	Computer games - Programming
		Computer graphics
		Virtual reality
		Augmented reality
		Game Development
		Computer Graphics
		Virtual and Augmented Reality
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Design for Creative and Immersive Technology -- Chapter 2: Tools for Architectural Visualization -- Chapter 3: 3D Design with Autodesk Maya -- Chapter 4: Interactive Visualization with UE4 -- Chapter 5: Creating Virtual Worlds -- Chapter 6: Creating UVs -- Chapter 7: Lightmap Analysis and Correction -- Chapter 8: PBR Integrated Texturing -- Chapter 9: Material Design and Integration -- Chapter 10: Real-Time/Emissive Materials -- Chapter 11: Importing Design Assets in VR Engine -- Chapter 12: Unreal® Engine 4 for Level Design -- Chapter 13: Design Visualization Capstone Project: Testing and Fixing Errors -- Chapter 14: Design Visualization Capstone Project: Aesthetic Development -- Chapter 15: Immersive Design Portfolio.
	Sommario/riassunto	Discover the methods and techniques required for creating immersive design visualization for industry. This book proposes ways for industry-oriented design visualization from scratch. This includes fundamentals of creative and immersive technology; tools and techniques for architectural visualization; design visualization with Autodesk Maya; PBR integration; and texturing, material design, and

integration into UE4 for immersive design visualization. You'll to dive into design and visualization, from planning to execution. You will start with the basics, such as an introduction to design visualization as well as to the software you will be using. You will next learn to create assets such as virtual worlds and texturing, and integrate them with Unreal Engine 4. Finally, there is a capstone project for you to make your own immersive visualization scene. By the end of the book you'll be able to create assets for use in industries such as game development, entertainment, architecture, design engineering, and digital education. You will: Gain the fundamentals of immersive design visualization Master design visualization with Autodesk Maya Study interactive visualization with UE4 Create your immersive design portfolio .