

1. Record Nr.	UNINA990009303960403321
Titolo	Hub globale, trincea o pantano? : il futuro del Mediterraneo e il ruolo dell'Europa : rapporto 2010 sull'integrazione europea / Fondazione istituto Gramsci, Centro studi di politica internazionale (CeSPI) ; a cura di Roberto Gualtieri e Josè Luis Rhi-Sausi
Pubbl/distr/stampa	Bologna : il Mulino, 2010
ISBN	978-88-15-13799-9
Descrizione fisica	308 p. : fig., tab. ; 22 cm
Disciplina	327.401822
Locazione	FSPBC BFS
Collocazione	II F 215 327.401822 GUA 1
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910461615303321
Autore	Derakhshani Dariush J
Titolo	Introducing Autodesk Maya 2013 [[electronic resource] /] / Dariush Derakhshani, Lauren Vaccarello, Maura Ginty
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, 2012
ISBN	1-280-67437-7 9786613651303 1-118-22570-8
Descrizione fisica	1 online resource (658 p.)
Disciplina	006.6 006.693
Soggetti	Computer animation Computer graphics Three-dimensional display systems Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Introducing Autodesk Maya 2013; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Introduction to Computer Graphics and 3D; Art?; Computer Graphics; The Stages of Production; The CG Production Workflow; Core Concepts; Basic Film Concepts; Summary; Chapter 2: Jumping in Headfirst, with Both Feet; You Put the U in UI; Project Overview: The Solar System; The Preproduction Process: Planning; Creating a Project; The Production Process: Creating and Animating the Objects; Hierarchy and Maya Object Structure; The Solar System Resumed; Outputting Your Work: Playblasting; Summary Chapter 3: The Autodesk Maya 2013 Interface Navigating in Maya; Exploring the Maya Layout; Building a Decorative Box; Mapping the Box's Reference Planes with Hypershade; Organizing Workflow with Layer Editor; Modeling the Decorative Box; Editing the Decorative Box Model Using the Shelf; Continuing the Decorative Box Model; Finishing the Decorative Box Model; Summary; Chapter 4: Beginning Polygonal Modeling; Planning Your Model; Polygon Basics; Poly Editing Tools; Putting the Tools to Use: Making a Simple Hand; Creating Areas of

Detail on a Poly Mesh; Modeling a Catapult

Suggestions for Modeling Polygons Summary; Chapter 5: Modeling with NURBS, Subdivisions, and Deformers; NURBS! NURBS!; Using NURBS Surfacing to Create Polygons; Converting a NURBS Model to Polygons; Editing NURBS Surfaces; Patch Modeling: A Locomotive Detail; Using Artisan to Sculpt NURBS; Modeling with Simple Deformers; The Lattice Deformer; Animating Through a Lattice; Subdivision Surfaces; Creating a Starfish; Building a Teakettle; Summary; Chapter 6: Practical Experience; Evaluating the Table Lamp; Modeling the Base; Creating the Lamp Stem; Modeling the Lampshade; Making the Toy Airplane Using References Finishing the Toy Airplane; Updating the Reference; Summary; Chapter 7: Autodesk Maya Shading and Texturing; Maya Shading; Shader Types; Shader Attributes; Texturing the Table Lamp; Textures and Surfaces; Textures and UVs for the Red Wagon; Photo-real Mapping: The Decorative Box; For Further Study; Summary; Chapter 8: Introduction to Animation; Keyframe Animation-Bouncing a Ball; Throwing an Axe; Replacing an Object; Animating Flying Text; Rigging the Locomotive, Part 1; Animating the Catapult; Summary; Chapter 9: More Animation!; Skeletons and Kinematics; Skeletons: The Hand Inverse Kinematics Basic Relationships: Constraints; Basic Relationships: Set-Driven Keys; Application: Rigging the Locomotive; Summary; Chapter 10: Autodesk Maya Lighting; Basic Lighting Concepts; Maya Lights; Light Linking; Adding Shadows; Raytracing Soft Shadows; mental ray Lighting; mental ray Physical Sun and Sky; Lighting Effects; Lighting the Table Lamp and Decorative Box; Further Lighting Practice; Tips for Using and Animating Lights; Summary; Chapter 11: Autodesk Maya Rendering; Rendering Setup; Previewing Your Render: The Render View Window; Reflections and Refractions; Using Cameras Motion Blur

Sommario/riassunto

A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, cartoons, and other animation. This bestselling, official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software. Fully updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics, visualization, and visual effects. Fun and challenging tutorials lead you through the nuances of the software

3. Record Nr.	UNISALENTO991000471189707536
Autore	Sardelli, Alessandro
Titolo	Dalla certificazione alla qualità totale / Alessandro Sardelli
Pubbl/distr/stampa	Milano : Editrice Bibliografica, 2001
ISBN	8870755649
Descrizione fisica	246 p. ; 21 cm
Collana	Bibliografia e biblioteconomia ; 62
Disciplina	025.00684
Soggetti	Biblioteche - Servizi - Controllo di qualità
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia