1.	Record Nr.	UNINA9910457590803321
	Autore	McKinley Michael (Michael T.)
	Titolo	The game artist's guide to Maya [[electronic resource] /] / Michael McKinley
	Pubbl/distr/stampa	San Francisco, : SYBEX, c2005
	ISBN	1-280-52126-0
		9786610521265
		0-7821-5053-5
	Descrizione fisica	1 online resource (238 p.)
	Disciplina	794.816696
	Soggetti	Computer animation
		Three-dimensional display systems
		Computer games - Design
		Video games - Design
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	The Game Artist's Guide to Maya; Front matter; Acknowledgments; Contents; Introduction; 1: The Game Industry; Developers and Publishers; Artist Jobs; Getting the Job; Art Tests; Crunch Time; The Game Development Pipeline; 2: Polygonal Modeling; Game Art Limitations; Game Modeling Common Tools and Commands; Game Modeling Pointers; Efficiency; Edge Flow; Articulation; Cleanup; Reference Usage; Symmetry; Scale and Orientation; Tutorial: Creating the Weapon; Creating the Blade; Creating the Hilt and Grip; Tutorial: Creating the Character Model; Creating Silenus's Head; Creating Silenus's Body
		Creating Silenus's Armor3: Texturing; Texturing in the Gaming World; Mapping UVs; UV Projection Commands; The UV Texture Editor; Texture Resolutions and Formats; Alpha Channel and Pixel Shader Effects; UV Mapping the Sword; UV Mapping the Body; UV Mapping the Torso; UV Mapping the Leg; UV Mapping the Arm; UV Mapping the Armor; UV Mapping the Head; The Hypershade; Applying a Material to a Model; Applying a Texture to a Material; Optional Procedures; The 3D

Sommario/riassunto	The Definitive Resource for Up-and-Coming 3D Game Artists Alias' award-winning Maya 3D animation and effects software continues to lead the industry in technological innovation and is being adopted by more and more console and computer game developers. The Game Artist's Guide to Maya is an official introduction to creating 3D game art and animations with Maya, brought to you by Maya Press, a publishing partnership between Alias and Sybex. Written by a production artist at a prominent game company, this detailed book focuses on the skills real game artists use daily to create st

2.

Record Nr.	UNISALENTO991001454629707536
Autore	Vittorini, Elio
Titolo	Le città del mondo : una sceneggiatura / Elio Vittorini ; con una nota di Nelo Risi
Pubbl/distr/stampa	Torino : Einaudi, [1975]
ISBN	8806125753
Descrizione fisica	180 p. : ill. ; 20 cm
Collana	Nuovi coralli ; 140
Altri autori (Persone)	Risi, Nelo
Disciplina	853.912
Soggetti	Città del mondo <Film> Sceneggiatura cinematografica
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia