

- |                         |                                     |
|-------------------------|-------------------------------------|
| 1. Record Nr.           | UNISALENTO991002135669707536        |
| Autore                  | Swift, Graham                       |
| Titolo                  | The Sweet Shop Owner / Graham Swift |
| Pubbl/distr/stampa      | London : Picador, 1997              |
| ISBN                    | 0330353721                          |
| Descrizione fisica      | 222 p. ; 20 cm                      |
| Lingua di pubblicazione | Inglese                             |
| Formato                 | Materiale a stampa                  |
| Livello bibliografico   | Monografia                          |
- 
- |                         |  |
|-------------------------|--|
| 2. Record Nr.           | UNINA9910793657003321  |
| Autore                  | Sherman William R.   |
| Titolo                  | VR developer gems / / William R. Sherman   |
| Pubbl/distr/stampa      | Boca Raton : , : Taylor & Francis, a CRC title, part of the Taylor & Francis imprint, a member of the Taylor & Francis Group, the academic division of T&F Informa, plc, , 2019  |
| ISBN                    | 1-315-15776-4<br>1-351-65460-8<br>1-351-65461-6  |
| Descrizione fisica      | 1 online resource (695 pages)  |
| Disciplina              | 006.8  |
| Soggetti                | Virtual reality - Computer programs  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Sommario/riassunto      | This book takes the practicality of other "Gems" series such as "Graphics Gems" and "Game Programming Gems" and provide a quick reference for novice and expert programmers alike to swiftly track down a solution to a task needed for their VR project. Reading the book |

from cover to cover is not the expected use case, but being familiar with the territory from the Introduction and then jumping to the needed explanations is how the book will mostly be used. Each chapter (other than Introduction) will contain between 5 to 10 "tips", each of which is a self-contained explanation with implementation detail generally demonstrated as pseudo code, or in cases where it makes sense, actual code. Key Features Sections written by veteran virtual reality researchers and developers Usable code snippets that readers can put to immediate use in their own projects. Tips of value both to readers entering the field as well as those looking for solutions that expand their repertoire.

---