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Computer Graphics Programming in OpenGL with C++ V. Scott Gordon, John L. Clevenger, 2020-12-09 This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with C++, along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES: Covers modern OpenGL 4.0+ shader programming in C++, with instructions for both PC/Windows and Macintosh Adds new chapters on simulating water, stereoscopy, and ray tracing Includes companion files with code, object models, figures, and more (also available for downloading by writing to the publisher) Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting, and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Explains how to optimize code for tools such as Nvidia's Nsight debugger. The companion files and instructor resources are available online by emailing the publisher with proof of purchase at info@merclearning.com.

Real-Time Rendering Tomas Akenine-Möller, Eric Haines, Naty Hoffman, 2019-01-18 Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

The SparkFun Guide to Processing Derek Runberg, 2015-08-01 Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to: -Make detailed pixel art and scale it to epic proportions -Write a maze game and build a MaKey MaKey controller with fruit buttons -Play, record, and sample audio to create your own soundboard -Fetch weather data from the Web and build a custom weather dashboard -Create visualizations that change based on sound, light, and temperature readings With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY journey by learning

some basic programming and making your first masterpiece with *The SparkFun Guide to Processing*. The code in this book is compatible with Processing 2 and Processing 3.

Narrative Mechanics Beat Suter, René Bauer, Mela Kocher, 2021-05-31 What do stories in games have in common with political narratives? This book identifies narrative strategies as mechanisms for meaning and manipulation in games and real life. It shows that the narrative mechanics so clearly identifiable in games are increasingly used (and abused) in politics and social life. They have »many faces«, displays and interfaces. They occur as texts, recipes, stories, dramas in three acts, movies, videos, tweets, journeys of heroes, but also as rewarding stories in games and as narratives in society - such as a career from rags to riches, the concept of modernity or market economy. Below their surface, however, narrative mechanics are a particular type of motivational design - of game mechanics.

Seeing the Past with Computers Kevin Kee, Timothy J Compeau, 2019-02-01 Recent developments in computer technology are providing historians with new ways to see—and seek to hear, touch, or smell—traces of the past. Place-based augmented reality applications are an increasingly common feature at heritage sites and museums, allowing historians to create immersive, multifaceted learning experiences. Now that computer vision can be directed at the past, research involving thousands of images can recreate lost or destroyed objects or environments, and discern patterns in vast datasets that could not be perceived by the naked eye. *Seeing the Past with Computers* is a collection of twelve thought-pieces on the current and potential uses of augmented reality and computer vision in historical research, teaching, and presentation. The experts gathered here reflect upon their experiences working with new technologies, share their ideas for best practices, and assess the implications of—and imagine future possibilities for—new methods of historical study. Among the experimental topics they explore are the use of augmented reality that empowers students to challenge the presentation of historical material in their textbooks; the application of seeing computers to unlock unusual cultural knowledge, such as the secrets of vaudevillian stage magic; hacking facial recognition technology to reveal victims of racism in a century-old Australian archive; and rebuilding the soundscape of an Iron Age village with aural augmented reality. This volume is a valuable resource for scholars and students of history and the digital humanities more broadly. It will inspire them to apply innovative methods to open new paths for conducting and sharing their own research.

Software Takes Command Lev Manovich, 2013-07-04 Offers the first look at the aesthetics of contemporary design from the theoretical perspectives of media theory and 'software studies'.

Leaders of Their Own Learning Ron Berger, Leah Rugen, Libby Woodfin, EL Education, 2014-01-07 From EL Education comes a proven approach to student assessment *Leaders of Their Own Learning* offers a new way of thinking about assessment based on the celebrated work of EL Education schools across the country. Student-Engaged Assessment is not a single practice but an approach to teaching and learning that equips and compels students to understand goals for their learning and growth, track their progress toward those goals, and take responsibility for reaching them. This requires a set of interrelated strategies and structures and a whole-school culture in which students are given the respect and responsibility to be meaningfully engaged in their own learning. Includes everything teachers and school leaders need to implement a successful Student-Engaged Assessment system in their schools Outlines the practices that will engage students in making academic progress, improve achievement, and involve families and communities in the life of the school Describes each of the book's eight key practices, gives advice on how to begin, and explains what teachers and school leaders need to put into practice in their own classrooms Ron Berger is Chief Program Officer for EL Education and a former public school teacher *Leaders of Their Own Learning* shows educators how to ignite the capacity of students to take responsibility for their own learning, meet Common Core and state standards, and reach higher levels of achievement. DVD and other supplementary materials are not included

as part of the e-book file, but are available for download after purchase.

Research on E-Learning and ICT in Education Thrasyvoulos Tsiatsos, Stavros Demetriadis, Anastasios Mikropoulos, Vasileios Dagdilelis, 2021-03-09 This volume includes contributions based on selected full papers presented at the 11th Pan-Hellenic and International Conference “ICT in Education”, held in Greece in 2018. The volume includes papers covering technical, pedagogical, organizational, instructional, as well as policy aspects of ICT in Education and e-Learning. Special emphasis is given to applied research relevant to the educational practice guided by the educational realities in schools, colleges, universities and informal learning organizations. This volume encompasses current trends, perspectives, and approaches determining e-Learning and ICT integration in practice, including learning and teaching, curriculum and instructional design, learning media and environments, teacher education and professional development. It is based on research work originally presented at the conference, but the call for chapters was open and disseminated to the international community attracting also international contributions.

Vintage Games 2.0 Matt Barton, 2019-05-08 Super Mario Bros. Doom. Minecraft. It's hard to imagine what life would be like today without video games, a creative industry that now towers over Hollywood in terms of both financial and cultural impact. The video game industry caters to everyone, with games in every genre for every conceivable electronic device--from dedicated PC gaming rigs and consoles to handhelds, mobile phones, and tablets. Successful games are produced by mega-corporations, independent studios, and even lone developers working with nothing but free tools. Some may still believe that video games are mere diversions for children, but today's games offer sophisticated and wondrously immersive experiences that no other media can hope to match. Vintage Games 2.0 tells the story of the ultimate storytelling medium, from early examples such as Spacewar! and Pong to the mind blowing console and PC titles of today. Written in a smart and engaging style, this updated 2nd edition is far more than just a survey of the classics. Informed by hundreds of in-depth personal interviews with designers, publishers, marketers, and artists--not to mention the author's own lifelong experience as a gamer--Vintage Games 2.0 uncovers the remarkable feats of intellectual genius, but also the inspiring personal struggles of the world's most brilliant and celebrated game designers--figures like Shigeru Miyamoto, Will Wright, and Roberta Williams. Ideal for both beginners and professionals, Vintage Games 2.0 offers an entertaining and inspiring account of video game's history and meteoric rise from niche market to global phenomenon. Credit for the cover belongs to Thor Thorvaldson.

The Stack Benjamin H. Bratton, 2016-02-19 A comprehensive political and design theory of planetary-scale computation proposing that The Stack—an accidental megastructure—is both a technological apparatus and a model for a new geopolitical architecture. What has planetary-scale computation done to our geopolitical realities? It takes different forms at different scales—from energy and mineral sourcing and subterranean cloud infrastructure to urban software and massive universal addressing systems; from interfaces drawn by the augmentation of the hand and eye to users identified by self—quantification and the arrival of legions of sensors, algorithms, and robots. Together, how do these distort and deform modern political geographies and produce new territories in their own image? In The Stack, Benjamin Bratton proposes that these different genres of computation—smart grids, cloud platforms, mobile apps, smart cities, the Internet of Things, automation—can be seen not as so many species evolving on their own, but as forming a coherent whole: an accidental megastructure called The Stack that is both a computational apparatus and a new governing architecture. We are inside The Stack and it is inside of us. In an account that is both theoretical and technical, drawing on political philosophy, architectural theory, and software studies, Bratton explores six layers of The Stack: Earth, Cloud, City, Address, Interface, User. Each is mapped on its own terms and understood as a component within the larger whole built from hard and soft systems intermingling—not only computational forms but also social, human, and physical forces. This model, informed by the logic of the multilayered structure of protocol “stacks,” in which network technologies operate within a modular and vertical order, offers a comprehensive image of our emerging infrastructure and a

platform for its ongoing reinvention. The Stack is an interdisciplinary design brief for a new geopolitics that works with and for planetary-scale computation. Interweaving the continental, urban, and perceptual scales, it shows how we can better build, dwell within, communicate with, and govern our worlds. thestack.org

Serious Games and Edutainment Applications Minhua Ma, Andreas Oikonomou, 2017-03-03 With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of *Serious Games and Edutainment Applications* offers further insights for researchers, designers and educators who are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area.

Pilgrim in the Microworld Neil David, Sr., David Sudnow, 1984-01-01 An exploration of the human mind and body's interaction with the computer in its most compelling form, the video game, focuses on the author's own obsessed immersion in a computer game and its possibilities

Game Analytics Magy Seif El-Nasr, Anders Drachen, Alessandro Canossa, 2013-03-30 Developing a successful game in today's market is a challenging endeavor. Thousands of titles are published yearly, all competing for players' time and attention. Game analytics has emerged in the past few years as one of the main resources for ensuring game quality, maximizing success, understanding player behavior and enhancing the quality of the player experience. It has led to a paradigm shift in the development and design strategies of digital games, bringing data-driven intelligence practices into the fray for informing decision making at operational, tactical and strategic levels. *Game Analytics - Maximizing the Value of Player Data* is the first book on the topic of game analytics; the process of discovering and communicating patterns in data towards evaluating and driving action, improving performance and solving problems in game development and game research. Written by over 50 international experts from industry and research, it covers a comprehensive range of topics across more than 30 chapters, providing an in-depth discussion of game analytics and its practical applications. Topics covered include monetization strategies, design of telemetry systems, analytics for iterative production, game data mining and big data in game development, spatial analytics, visualization and reporting of analysis, player behavior analysis, quantitative user testing and game user research. This state-of-the-art volume is an essential source of reference for game developers and researchers. Key takeaways include: Thorough introduction to game analytics; covering analytics applied to data on players, processes and performance throughout the game lifecycle. In-depth coverage and advice on setting up analytics systems and developing good practices for integrating analytics in game-development and -management. Contributions by leading researchers and experienced professionals from the industry, including Ubisoft, Sony, EA, Bioware, Square Enix, THQ, Volition, and PlayableGames. Interviews with experienced industry professionals on how they use analytics to create hit games.

Minecraft: The End Catherynne M. Valente, 2020-10-08 _____ The brand-new official Minecraft novel is an epic battle for survival! When humans enter the End, a pair of endermen must decide which side they're really on. For as long as they can remember, the twin endermen Fin and Mo have lived in the mysterious land of the End. On the outskirts of the great enderman city of Telos, they explore ancient ruins under the watchful gaze of the mighty ender dragon. They have everything they need in the end ship they call home, and know everything there

is to know about their world-or so they think until the strangers from another dimension arrive. The invaders are called humans, and they've come to steal artifacts and slay the ender dragon. Fin and Mo are ready to protect their home from the trespassers, but when they come face-to-face with the humans, they discover that they aren't as prepared for battle as they'd thought. Caught off guard, the twins are trapped in the middle of a war between the endermen and the humans, with the future of their home at stake.

Foundations of GTK+ Development Andrew Krause,2007-09-09 There are only two mainstream solutions for building the graphical interface of Linux-based desktop applications, and GTK+ (GIMP Toolkit) is one of them. It is a necessary technology for all Linux programmers. This book guides the reader through the complexities of GTK+, laying the groundwork that allows the reader to make the leap from novice to professional. Beginning with an overview of key topics such as widget choice, placement, and behavior, readers move on to learn about more advanced issues. Replete with real-world examples, the developer can quickly take advantages of the concepts presented within to begin building his own projects.

Humanizing Digital Reality Klaas De Rycke,Christoph Gengnagel,Olivier Baverel,Jane Burry,Caitlin Mueller,Minh Man Nguyen,Philippe Rahm,Mette Ramsgaard Thomsen,2017-09-15 This book aims at finding some answers to the questions: What is the influence of humans in controlling CAD and how much is human in control of its surroundings? How far does our reach as humans really go? Do the complex algorithms that we use for city planning nowadays live up to their expectations and do they offer enough quality? How much data do we have and can we control? Are today's inventions reversing the humanly controlled algorithms into a space where humans are controlled by the algorithms? Are processing power, robots for the digital environment and construction in particular not only there to rediscover what we already knew and know or do they really bring us further into the fields of constructing and architecture? The chapter authors were invited speakers at the 6th Symposium Design Modelling Symposium: Humanizing Digital Reality, which took place in Ensa-Versailles, France from 16 - 20 September 2017.

Visible Learning for Teachers John Hattie,2012-03-15 In November 2008, John Hattie's ground-breaking book Visible Learning synthesised the results of more than fifteen years research involving millions of students and represented the biggest ever collection of evidence-based research into what actually works in schools to improve learning. Visible Learning for Teachers takes the next step and brings those ground breaking concepts to a completely new audience. Written for students, pre-service and in-service teachers, it explains how to apply the principles of Visible Learning to any classroom anywhere in the world. The author offers concise and user-friendly summaries of the most successful interventions and offers practical step-by-step guidance to the successful implementation of visible learning and visible teaching in the classroom. This book: links the biggest ever research project on teaching strategies to practical classroom implementation champions both teacher and student perspectives and contains step by step guidance including lesson preparation, interpreting learning and feedback during the lesson and post lesson follow up offers checklists, exercises, case studies and best practice scenarios to assist in raising achievement includes whole school checklists and advice for school leaders on facilitating visible learning in their institution now includes additional meta-analyses bringing the total cited within the research to over 900 comprehensively covers numerous areas of learning activity including pupil motivation, curriculum, meta-cognitive strategies, behaviour, teaching strategies, and classroom management Visible Learning for Teachers is a must read for any student or teacher who wants an evidence based answer to the question; 'how do we maximise achievement in our schools?'

Killing Monsters Gerard Jones,2008-08-04 Children choose their heroes more carefully than we think. From Pokemon to the rapper Eminem, pop-culture icons are not simply commercial pied pipers who practice mass hypnosis on our youth. Indeed, argues the author of this lively and persuasive paean to the power of popular culture, even violent and trashy entertainment gives children something they need, something that can help both boys and girls develop in a healthy way. Drawing on a wealth of true stories, many gleaned from the fascinating workshops he conducts,

and basing his claims on extensive research, including interviews with psychologists and educators, Gerard Jones explains why validating our children's fantasies teaches them to trust their own emotions, helps them build stronger selves, leaves them less at the mercy of the pop-culture industry, and strengthens parent-child bonds. Jones has written for the Spider-Man, Superman, and X-Men comic books and created the Haunted Man series for the Web. He has also explored the cultural meanings of comic books and sitcoms in two well-received books. In *Killing Monsters* he presents a fresh look at children's fantasies, the entertainment industry, and violence in the modern imagination. This reassuring book, as entertaining as it is provocative, offers all of us—parents, teachers, policymakers, media critics—new ways to understand the challenges and rewards of explosive material. News From *Killing Monsters*: Packing a toy gun can be good for your son-or daughter. Contrary to public opinion, research shows that make-believe violence actually helps kids cope with fears. Explosive entertainment should be a family affair. Scary TV shows can have a bad effect when children have no chance to discuss them openly with adults. It's crucial to trust kids' desires. What excites them is usually a sign of what they need emotionally. Violent fantasy is one of the best ways for kids to deal with the violence they see in real life.

Jews Who Rock Guy Oseary, 2016-09-27 Foreword by Ben Stiller Afterword by Perry Farrell Jewish achievement in the sciences? Celebrated. Jews in literature? Lionized. But until now, there's been no record of the massive contributions of Jews in Rock n' Roll. *Jews Who Rock* features 100 top Jewish rockers, from Bob Dylan to Adam Horowitz, Courtney Love (yes, she's half Jewish) to John Zorn, with a concise page of essential data and a biography of each one. Includes the complete lyrics to The Chanukah Song by Adam Sandler

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