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Anton Nijholt,Teresa Romão,Dennis Reidsma

Codename Revolution Steven E. Jones,George K. Thiruvathukal,2012-02-24 Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

Arcade Game Typography Toshi Omigari,2019-11-05 The definitive survey of '70s, '80s, and early '90s arcade video game pixel typography. Arcade Game Typography presents readers with a fascinating new world of typography: the pixel typeface. Video game designers of the '70s, '80s, and '90s faced color and resolution limitations that stimulated incredible creativity. With each letter having to exist in a small pixel grid, artists began to use clever techniques to create elegant character sets within a tiny canvas. This book presents typefaces on a dynamic and decorative grid, taking reference from high-end type specimens while adding a suitably playful twist. Arcade Game Typography recreates that visual aesthetic, fizzing with life and color. Featuring pixel typefaces carefully selected from the first decades of arcade video games, Arcade Game Typography presents a completist survey of a previously undocumented outsider typography movement, accompanied by insightful commentary from author Toshi Omagari, a Monotype typeface designer himself. Gathering an eclectic range of typography, from hit games such as Super Sprint, Marble Madness, and Space Harrier to countless lesser-known gems, Arcade Game Typography is a vivid nostalgia trip for gamers, designers, and illustrators alike.

Meaningful Making 2 Paulo Blikstein,Sylvia Libow Martinez,Heather Allen Pang,2019-03-08 Meaningful Making 2 is a second volume of projects and strategies from the Columbia University FabLearn Fellows. This diverse group of leading K-12 educators teach in Fab Labs, makerspaces, classrooms, libraries, community centers, and museums--all with the goal of making learning more meaningful for every child. A learning revolution is in the making around the world. Enthusiastic educators are using the new tools and technology of the maker movement to give children authentic learning experiences beyond textbooks and tests. The FabLearn Fellows work at the forefront of this movement in all corners of the globe. In this book, the FabLearn Fellows share all new inspirational lesson ideas, strategies, and recommended projects across a broad range of age levels. Illustrated with color photos of real student work, the Fellows take you on a tour of the future of learning, where children make sense of the world by making things that matter to them and their communities. To read this book is to rediscover learning as it could be and should be--a joyous, mindful exploration of the

world, where the ultimate discovery is the potential of every child.

Anime's Media Mix Marc Steinberg,2012 Untangles the web of commodity, capitalism, and art that is anime

The Anime Machine Thomas Lamarre,2013-11-30 Despite the longevity of animation and its significance within the history of cinema, film theorists have focused on live-action motion pictures and largely ignored hand-drawn and computer-generated movies. Thomas Lamarre contends that the history, techniques, and complex visual language of animation, particularly Japanese animation, demands serious and sustained engagement, and in The Anime Machine he lays the foundation for a new critical theory for reading Japanese animation, showing how anime fundamentally differs from other visual media. The Anime Machine defines the visual characteristics of anime and the meanings generated by those specifically "animetic" effects—the multiplanar image, the distributive field of vision, exploded projection, modulation, and other techniques of character animation—through close analysis of major films and television series, studios, animators, and directors, as well as Japanese theories of animation. Lamarre first addresses the technology of anime: the cells on which the images are drawn, the animation stand at which the animator works, the layers of drawings in a frame, the techniques of drawing and blurring lines, how characters are made to move. He then examines foundational works of anime, including the films and television series of Miyazaki Hayao and Anno Hideaki, the multimedia art of Murakami Takashi, and CLAMP's manga and anime adaptations, to illuminate the profound connections between animators, characters, spectators, and technology. Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the "animetic machine" encourages a specific approach to thinking about technology and opens new ways for understanding our place in the technologized world around us.

Augmented Reality Art Vladimir Geroimenko,2014-06-17 Written by a team of world-renowned artists, researchers and practitioners – all pioneers in using augmented reality based creative works and installations as a new form of art – this is the first book to explore the exciting new field of augmented reality art and its enabling technologies. As well as investigating augmented reality as a novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.

Immersive Analytics Kim Marriott,Falk Schreiber,Tim Dwyer,Karsten Klein,Nathalie Henry Riche,Takayuki Itoh,Wolfgang Stuerzlinger,Bruce H. Thomas,2018-10-15 Immersive Analytics is a new research initiative that aims to remove barriers between people, their data and the tools they use for analysis and decision making. Here the aims of immersive analytics research are clarified, its opportunities and historical context, as well as providing a broad research agenda for the field. In addition, it is reviewed how the term immersion has been used to refer to both technological and psychological immersion, both of which are central to immersive analytics research.

Advances in Computer Entertainment Anton Nijholt,Teresa Romão,Dennis Reidsma,2012-10-12 This book constitutes the refereed conference proceedings of the 9th International Conference on Advances in Computer Entertainment, ACE 2012, held in Kathmandu, Nepal, in November 2012. The 10 full paper and 19 short papers presented together with 5 papers from the special track Arts and Culture and 35 extended abstracts were carefully reviewed and selected from a total of 140 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. Focusing on all

areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.

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

Critical Role: The Mighty Nein Origins--Caleb Widogast Jody Houser,2022-02-08 Vox Machina Origins writer Jody Houser joins fan-favorite artist Selina Espiritu, and Matthew Mercer and Liam O'Brian to reveal Caleb's troubled past in this all-new hardcover graphic novel! Fans of Critical Role won't want to miss this newest edition to their Mighty Nein library! A fire can keep you warm...or it can consume you. When Bren Aldric Ermendrud was chosen to attend the Soltryce Academy, everyone knew he would have an important future in service to the Empire. But nobody--least of all Bren himself--could foresee the cruelty he endured, and the ways in which it would break and remake him. Witness the events that transform Bren into the Mighty Nein's Caleb Widogast, and how they'll inform the path he'll take in the future.

Smart Clothes and Wearable Technology Jane McCann,David Bryson,2022-09-16 Smart Clothes and Wearable Technology, Second Edition focuses on the design process, material selection, garment construction, and new production techniques for smart clothing. Building on the success of the previous edition, this book brings wearable technologies ever closer to market with its design-led approach to the integration of technologies into textiles. This design-led, cross-disciplinary approach to the development of hybrid processes ensures that results are both attractive and usable to wider audiences. The book will also help designers adapt their product development processes in response to novel textile and garment manufacturing technologies. Case studies showing best practices and warning of pitfalls help the reader develop applications and products in the real world. The differences between testing and design for smart and traditional clothes are also discussed. Features new chapters on textile processes including knit, weave, print and embroidery for specialist Smart Clothing and footwear applications, as well as for personal protection Provides an update on current applications and investigates possible future developments in the integration of technology into clothing Raises important issues around end-of-life and disposal of smart clothing and wearable technologies

Photon-Working Switches Yasushi Yokoyama,Keitaro Nakatani,2017-05-29 This book focuses on photoswitches. The objective of the book is to introduce researchers and graduate course students who are interested in photon-working

switches not only to the fundamentals but also to the latest research being carried out in this field. Light can reach a target substrate without any physical contact to deliver energy. The energy can induce changes in the structure of the molecules included in the substrate so that its properties and functions are made switchable by light irradiation. When a substrate is able to revert to its original state, this system can be regarded as a photon-working switch. The terms photon-working switches or photoswitches are almost equivalent in meaning to photochromism; however, they focus on the switching of functions of chemical species rather than their reversible transformation. Most of the authors of this volume are members of PHENICS, an international research group on organic molecular photoswitches composed of research institutions from France, Japan, Russia, China and Germany. Since its inception in 2008, PHENICS has promoted active research to develop the field. This book commemorates the group's eighth year of collaborative research.

Achtung-Panzer! Heinz Guderian,1995 This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book – used as a textbook by Panzer officers in the war – has an introduction and extensive background notes by the modern English historian Paul Harris.

Computer Aided Geometric Design Robert E. Barnhill,Richard F. Riesenfeld,2014-05-10 Computer Aided Geometric Design covers the proceedings of the First International Conference on Computer Aided Geometric Design, held at the University of Utah on March 18-21, 1974. This book is composed of 15 chapters and starts with reviews of the properties of surface patch equation and the use of computers in geometrical design. The next chapters deal with the principles of smooth interpolation over triangles and without twist constraints, as well as the graphical representation of surfaces over triangles and rectangles. These topics are followed by discussions of the B-spline curves and surfaces; mathematical and practical possibilities of UNISURF; nonlinear splines; and some piecewise polynomial alternatives to splines under tension. Other chapters explore the smooth parametric surfaces, the space curve as a folded edge, and the interactive computer graphics application of the parametric bi-cubic surface to engineering design problems. The final chapters look into the three-dimensional human-machine communication and a class of local interpolating splines. This book will prove useful to design engineers.

Walking Your Octopus Brian Kesinger,2013 A beautifully produced and richly illustrated book that showcases the day-to-day adventures of independent girl-about-town Victoria Psismall and her pet land octopus Otto. Thirty panoramic, full-page illustrations humorously chronicle the duo's home and social activities that include (among other things) bathing, biking, dating, cooking, playing croquet, and pumpkin carving. Accompanying text explains the dos and don'ts of living with a large land octopus. The book's art is extremely detailed, and each illustration tells its own visual story. The Victorian era characters and period-influenced design elements combine to create a wonderful, collectible art-object for those who still value the classic elegance of ink-on-paper. The hardcover binding is plussed with two-layer embossing and spot varnish, and the interior is printed on extra heavy paper. An exquisite volume for lovers of books, art and pets.

The Unofficial Legend Of Zelda Cookbook Aimee Wood,2020-07

Legends of Localization Book 1 Clyde Mandelin,2015-11-27 An in-depth exploration of the localization of Nintendo's blockbuster franchise from Japanese to English.

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