Practical Maya Programming With Python | e1dc9412939859e2757869b2b1c761e4

Europese UnieWeb and Digital for Graphic DesignersAdvanced PHP ProgrammingMultimedia and Graphic DesignersMaya Programming with Python CookbookPython Programming, Deep LearningObjectgeorinteerde software engineeringGame Programming Gems 6State of the Art in Digital Media and ApplicationsResearch Anthology on Recent Trends, Tools, and Implications of Computer ProgrammingJavaScript for Data ScienceAmerican Book Publishing RecordForthcoming BooksProduction Pipeline Fundamentals for Film and GamesExpert C++ ProgrammingPractical Maya Programming with PythonDatabasesDe zondares / druk HeruitgaveUnity 5.x By ExampleLibrary JournalVisual Basic 2008 voor studentenPython for Secret AgentsNatural Language Processing with Python and spaCyRigging for GamesComputing Technologies and ApplicationsThe Art of CodingComputernetwerkenDe Russische revolutieMaya Python for Games and FilmThe British National Bibliography

As the title suggests, this book explores the concepts of drawing, graphics and animation in the context of coding. In this endeavour, in addition to initiating the process with some historical perspectives on programming languages, it prides itself by presenting complex concepts in an easy-to-understand fashion for students, artists, hobbyists as well as those interested in computer science, computer graphics, digital media, or interdisciplinary studies. Being able to code requires abstract thinking, mathematics skills, spatial ability, logical thinking, imagination, and creativity. All these abilities can be acquired with practice, and can be mastered by practical exposure to art, music, and literature. This book discusses art, poetry and other forms of writing while pondering difficult concepts in programming; it looks at how we use our senses in the process of learning computing and programming. Features: · Introduces coding in a visual way · Explores the elegance behind coding and the outcome · Includes types of outcomes and options for coding · Covers the transition from front-of-classroom instruction to the use of online-streamed video tutorials · Encourages abstract and cognitive thinking, as well as creativity The Art of Coding contains a collection of learning projects for students, instructors and teachers to select specific themes from. Problems and projects are aimed at making the learning process entertaining, while also involving social exchange and sharing. This process allows for programming to become interdisciplinary, enabling projects to be co-developed by specialists from different backgrounds, enriching the value of coding and what it can achieve. The authors of this book hail from three different continents, and have several decades of combined experience in academia, education, science and visual arts.Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya. What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow, and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software, used to develop interactive 3D applications and games with stupendous visual effects. The Maya Programming with Python Cookbook is all about creating fast, powerful automation systems with minimum coding using Maya Python. With the help of insightful and essential recipes, this book will help you improve your modelling skills. Expand your development options and overcome scripting problems encountered whilst developing code in Maya. Right from the beginning, get solutions to complex development concerns faced when implementing as parts of build. Style and approach This book is comprised of a set of practical recipes, grouped under specific topics, which can be referred to independently or in sequence. These recipes provide quick solutions to common problems, and cover most of the real-world scenarios that developers are likely to face when working with Maya.If you are a Python beginner who is looking to learn the language through interesting projects, this book is for you. A basic knowledge of programming and statistics is beneficial to get the most out of the book.Een jonge vrouw vermoordt schijnbaar zonder aanleiding een jongeman op een zonneweide.The definitive guide to developing large-scale PHP applications, written by the leading authority on the subject.Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth

guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.Every production is built on the backbone of the pipeline. While a functional and flexible pipeline can't assure a successful project, a weak pipeline can guarantee its demise. A solid pipeline produces a superior product in less time and with happier artists who can remain creative throughout the grueling production schedule. Walk through the foundational layers of the production pipeline, including IT infrastructure, software development practices and deployment policies, asset management, shot management, and rendering management. Production Pipeline Fundamentals for Film and Games will teach you how to direct limited resources to the right technological initiatives, getting the most for every dollar spent. Learn how to prepare for and manage all aspects of the pipeline with this entirely unique, one-of-a-kind guide. Expand your knowledge with real-world pipeline secrets handed to you by a stellar group of professionals from across the globe. Visit the companion website for even further resources on the pipeline.Game Programming Gems 6 is the latest ALL new volume in this critically acclaimed series. Filled with insights from game industry pros, this volume provides faster, better, tools and techniques for making the best games possible. These techniques have been used in today?s most successful games and will help solve many of the challenges facing the development team. Not only do they help the team avoid redundancy and save valuable programming hours, but they push the team to approach problems from a new perspective and develop their own tools to prevent future issues. As with all previous volumes, the core areas of graphics, programming, networking, AI, physics, and audio are thoroughly covered and in this volume, new coverage of game testing, wireless gaming, and scripting has also been added. Game Programming Gems 6 is an indispensable resource that every developer must have on their shelves!De Russische Revolutie van 1917 heeft diepgaande gevolgen gehad voor het verloop van de twintigste eeuw. Sheila Fitzpatrick beschrijft niet alleen de politieke, economische, maatschappelijke en culturele oorzaken van de Russische Revolutie, maar ook de verschillende fasen die deze doormaakte. Duidelijk wordt welke keuzes werden gemaakt en waarom de tegenstanders van de bolsjewieken het onderspit dolven. Een zeer analytisch verhaal waaruit blijkt hoe rampzalig deze jaren voor Rusland zijn geweest. Sheila Fitzpatrick (1941) is een Australisch-Amerikaanse historica, die een groot aantal veelgeprezen boeken over de Sovjet-Unie op haar naam heeft staan. Over de ingrijpende maatschappelijke en culturele veranderingen in de jaren twintig en dertig, en over het dagelijks leven onder Stalin.Als programmeren nieuw voor je is, dan is dit het aangewezen leerboek. Visual Basic is een elegante en consistente programmeertaal, waardoor deze taal eenvoudig te leren en te gebruiken is. Het boek veronderstelt geen voorkennis op het gebied van programmeren en het is geschreven in een eenvoudige, directe stijl. In aansluiting op de huidige aanpak van het programmeeronderwijs behandelt het boek de objectgeoriënteerde concenpten al in een vroeg stadium. Bovendien wordt het aanleren van een goede programmeerstijl gestimuleerd. - De auteurs benaderen het leren van objectgeoriënteerd programmeren door nieuwe begrippen zorgvuldig een voor een te introduceren. - Begrippen komen in het begin van het boek aan de orde en worden in latere hoofstukken in een ingewikkelder context behandeld. - De verschillende onderwerpen worden besproken aan de hand van een grote variëteit aan voorbeelden, zoals informatiesystemen, spelletjes en wetenschappelijke berekeningen. - Om de interesse en het plezier in het programmeren te stumuleren wordt gebruikgemaakt van graphics. - In het gehele boek wordt gebruikgemaakt van UML-diagrammen. - Het overzicht aan het eind van elk hoofdstuk bevat testvragen, opgaven, 'programmeerprincipes' en 'programmeervalkuilen'. Dit boek is geschikt voor iedereen die zich de beginselen van visula Basic wil eigen maken.Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game Tin, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project. You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for! Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics Keep up with all the action with behind-the-scenes images and code scripts Refine your rigging skills with tutorials and project files available on the companion websiteAn example-based practical guide to get you up and running with Unity 5.x About This Book The most updated resource on Unity 5.x with comprehensive discussion on all the new features of Unity 5.x Understand the core concepts surrounding Unity5 game development with this power-packed hands-on guide Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book Who This Book Is For The ideal target audience for this book would be game developers. They need not have previous experience with Unity since this book will cover all the basics about game development with unity. This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also

get up and running with creating interesting games with Unity 5.x. What You Will Learn Understand core Unity concepts, such as game objects, components, and scenes Learn level design techniques for building immersive and interesting worlds Learn to make functional games with C# scripting Use the toolset creatively to build games of different themes and styles Learn to handle player controls and input functionality Dive into the process of working with terrains and world-creation tools Import custom content into Unity from third-party tools, such as Maya and Blender Get to grips with making both 2D and 3D games In Detail Unity is an exciting and popular engine in the game industry. Throughout this book, you'll learn how to use Unity by making four fun game projects, from shooters and platformers to exploration and adventure games. Unity 5 By Example is an easy-to-follow guide for quickly learning how to use Unity in practical context, step by step, by making real-world game projects. Even if you have no previous experience of Unity, this book will help you understand the toolset in depth. You'll learn how to create a time-critical collection game, a twin-stick space shooter, a platformer, and an action-fest game with intelligent enemies. In clear and accessible prose, this book will present you with step-by-step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way. Starting from the ground up and moving toward an intermediate level, this book will help you establish a strong foundation in making games with Unity 5. Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity. The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level.Creative web design requires knowledge from across the design and technical realms, and it can seem like a daunting task working out where to get started. In this book the authors take you through all you need to know about designing for the web and digital, from initial concepts and client needs, through layout and typography to basic coding, e-commerce and working with different platforms. The companion website provides step-by-step tutorial videos, HTML/CSS styling tips and links to useful resources to really help you get to grips with all the aspects of web design. Working alongside the text are interviews with international designers and critical commentaries looking at best practice and theoretical considerations. Written for graphic designers, this book delivers more than just an instruction manual – it provides a complete overview of designing for the web.JavaScript is the native language of the Internet. Originally created to make web pages more dynamic, it is now used for software projects of all kinds, including scientific visualization and data services. However, most data scientists have little or no experience with JavaScript, and most introductions to the language are written for people who want to build shopping carts rather than share maps of coral reefs. This book will introduce you to JavaScript's power and idiosyncrasies and guide you through the key features of the language and its tools and libraries. The book places equal focus on client- and server-side programming, and shows readers how to create interactive web content, build and test data services, and visualize data in the browser. Topics include: The core features of modern JavaScript Creating templated web pages Making those pages interactive using React Data visualization using Vega-Lite Using Data-Forge to wrangle tabular data Building a data service with Express Unit testing with Mocha All of the material is covered by the Creative Commons Attribution-Noncommercial 4.0 International license (CC-BY-NC-4.0) and is included in the book's companion website at http://js4ds.org . Maya Gans is a freelance data scientist and front-end developer by way of quantitative biology. Toby Hodges is a bioinformatician turned community coordinator who works at the European Molecular Biology Laboratory. Greg Wilson co-founded Software Carpentry, and is now part of the education team at RStudioAn introduction to natural language processing with Python using spaCy, a leading Python natural language processing library. Natural Language Processing with Python and spaCy will show you how to create NLP applications like chatbots, text-condensing scripts, and order-processing tools quickly and easily. You'll learn how to leverage the spaCy library to extract meaning from text intelligently; how to determine the relationships between words in a sentence (syntactic dependency parsing); identify nouns, verbs, and other parts of speech (part-of-speech tagging); and sort proper nouns into categories like people, organizations, and locations (named entity recognizing). You'll even learn how to transform statements into questions to keep a conversation going. You'll also learn how to: • Work with word vectors to mathematically find words with similar meanings (Chapter 5) • Identify patterns within data using spaCy's built-in displaCy visualizer (Chapter 7) • Automatically extract keywords from user input and store them in a relational database (Chapter 9) • Deploy a chatbot app to interact with users over the internet (Chapter 11) "Try This" sections in each chapter encourage you to practice what you've learned by expanding the book's example scripts to handle a wider range of inputs, add error handling, and build professional-quality applications. By the end of the book, you'll be creating your own NLP applications with Python and spaCy.Practical Maya Programming with Python is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling unexpected errors. If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. Practical Maya Programming

with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills.Easily Boost Your Skills In Python Programming & Become A Master In Deep Learning & Data Analysis! ? Python is an interpreted, high-level, general-purpose programming language that emphasizes code readability with its notable use of significant whitespace. What makes Python so popular in the IT industry is that it uses an object-oriented approach, which enables programmers to write clear, logical code for all types of projects, whether big or small. Hone your Python Programming skills and gain a sharp edge over other programmers the EASIEST way possible with this practical beginner's guide! In his 3-in-1 Python crash course for beginners, Anthony Adams gives novices like you simple, yet efficient tips and tricks to become a MASTER in Python coding for artificial intelligence, neural networks, machine learning, and data science/analysis! Here's what you'll get: ? Highly innovative ways to boost your understanding of Python programming, data analysis, and machine learning ? Quickly and effectively stop fraud with machine learning ? Practical and efficient exercises that make understanding Python quick & easy And so much more! As a beginner, you might feel a bit intimidated by the complexities of coding. Add the fact that most Python Programming crash course guides make learning harder than it has to be! ? With the help of this 3-in-1 guide, you will be given carefully sequenced Python Programming lessons that'll maximize your understanding, and equip you with all the skills for real-life application! ? Thrive in the IT industry with this comprehensive Python Programming crash course! ? Scroll up, Click on "Buy Now", and Start Learning Today!This book presents the user-facing aspects of digital media, from the web and computer games, to mobile technologies and social media, and demonstrates how these are continuously growing and developing. The convergence of IT, telecommunications, and media is bringing about a revolution in the way information is collected, stored, accessed and distributed. Rae Earnshaw's book explores the principal factors driving this and the ways in which social and cultural contexts are affected by media content. This is Professor Earnshaw's fourth book in a series that focuses on digital media and creativity, and through the use of Case Studies; the theoretical, practical and technical aspects of digital media are examined. Readers are informed about how the user as content creator, publisher and broadcaster is changing the traditional roles of news media, publishers and entertainment corporations. Topics such as the evolution of digital imaging and the phenomenon of social media are discussed in relation to this. Professor Earnshaw also demonstrates how changes in technology produce shifts in the ways that consumers utilize it, in an increasing variety of application domains such as e-books, digital cameras, Facebook and Twitter. State of the Art in Digital Media and Applications will be invaluable for readers that want a comprehensive look at how emerging digital media technologies are being used, and how they are transforming how we create, consume, exchange and manipulate media content.Making use of digital technology for social care is a major responsibility of the computing domain. Social care services require attention for ease in social systems, e-farming, and automation, etc. Thus, the book focuses on suggesting software solutions for supporting social issues, such as health care, learning about and monitoring for disabilities, and providing technical solutions for better living. Technology is enabling people to have access to advances so that they can have better health. To undergo the digital transformation, the current processes need to be completely re-engineered to make use of technologies like the Internet of Things (IoT), big data analytics, artificial intelligence, and others. Furthermore, it is also important to consider digital initiatives in tandem with their cloud strategy instead of treating them in isolation. At present, the world is going through another, possibly even stronger revolution: the use of recent computing models to perform complex cognitive tasks to solve social problems in ways that were previously either highly complicated or extremely resource intensive. This book not only focuses the computing technologies, basic theories, challenges, and implementation but also covers case studies. It focuses on core theories, architectures, and technologies necessary to develop and understand the computing models and their applications. The book also has a high potential to be used as a recommended textbook for research scholars and post-graduate programs. The book deals with a problem-solving approach using recent tools and technology for problems in health care, social care, etc. Interdisciplinary studies are emerging as both necessary and practical in universities. This book helps to improve computational thinking to "understand and change the world". It will be a link between computing and a variety of other fields. Case studies on social aspects of modern societies and smart cities add to the contents of the book to enhance book adoption potential. This book will be useful to undergraduates, postgraduates, researchers, and industry professionals. Every chapter covers one possible solution in detail, along with results."Multimedia & Graphic Designers: A Practical Career Guide includes interviews with professionals in a field that has proven to be a stable, lucrative, and growing profession"--Programming has become a significant part of connecting theoretical development and scientific application computation. Computer programs and processes that take into account the goals and needs of the user meet with the greatest success, so it behooves software engineers to consider the human element inherent in every line

of code they write. Research Anthology on Recent Trends, Tools, and Implications of Computer Programming is a vital reference source that examines the latest scholarly material on trends, techniques, and uses of various programming applications and examines the benefits and challenges of these computational developments. Highlighting a range of topics such as coding standards, software engineering, and computer systems development, this multi-volume book is ideally designed for programmers, computer scientists, software developers, analysts, security experts, IoT software programmers, computer and software engineers, students, professionals, and researchers.Hoe is de Europese Unie (EU) ontstaan en gegroeid? Hoe werkt de EU? Waar is de EU goed voor? Hoe ziet de toekomst van de EU eruit? Dit deeltje geeft op al deze actuele vragen een overzichtelijk en beknopt antwoord. De auteurs onderzoeken de toekomst van de EU en de uitdagingen en keuzes die haar in de 21ste eeuw te wachten staan. Elementaire Deeltjes is een serie boekjes van AUP die kennis toegankelijk maakt voor een breed publiek. Het is de manier om snel kennis op te doen over onderwerpen die je interesseren. Experts nemen je mee op een ontdekkingsreis waarbij elk thema in de meest beknopte vorm volledig uitgediept wordt. De handige en handzame boekjes geven altijd antwoord op de vraag: 'Hoe zit dat nu eigenlijk?'Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.