

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

3DTOTAL.com

Digital painting techniques / 3dtotal.com . - New York ; London : Focal Press, 2013. - 286, [2] p.
: il. ; 28 cm. - (Master collection ; 1)

ISBN 978-0-240-52174-9

Cota: AV/1203-BC ULHT 46646

ALAVALA, Chennakesava R.

Computer graphics / Chennakesava R. Alavala. - New Delhi : PHI Learning, 2009. - 327 p. : il.,
gráficos ; 24 cm

ISBN 978-81-203-3876-0

Cota: IN/349-BC ULHT 50246

ALLEY, Tony

Exploring 3D modeling with cinema 4D R9 / Tony Alley. - Clifton Park : Thomson, 2006. - 299 p.
: il. ; 23 cm (Design exploration series)

ISBN 1-4018-7877-6

Cota: AV/480-BC ULHT 28357

ANIMATED WORLDS

Animated worlds / ed. lit. Suzanne Buchan. - Eastleigh : John Libbey Publishing, 2006. - 207 p. :
il. ; 23 cm

ISBN 0-86196-661-9

Cota: AV/140-BC ULHT 32692

ANZOVIN, Steve, e outro

3D toons / Steve Anzovin, Raf Anzovin. - East Sussex : ILEX, 2005. - 190 p. : il. ; 24 cm

ISBN 1-904705-40-5

Cota: AV/451-BC ULHT 28123

ARC VIEW 3D ANALYST

Arc view 3D analyst : 3D surface creation, visualization, and analysis : using ArcView 3D analyst.
- Redlands : Environmental Systems Research Institute, 1997. - 118 p. : il. ; 23 cm

Cota: GF/156-BC ULHT 26422

Avid Technology, Inc

Avid 3D : user's guide / AVID. - Massachusetts : AVID, 2006. - 432 p. : il., quadros, gráficos

Cota: AV/589-BC ULHT 31561

AV/589.2-BC ULHT 31560

BIBLIOTECA VICTOR DE SÁ
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Avid Technology, Inc

Avid FX : user's guide / AVID. - Massachusetts : AVID, 2006. - 606 p. : il., quadros, gráficos

Cota: AV/586-BC ULHT 31565
AV/586.2-BC ULHT 31564

BARRON, E. N.

Game theory : an introduction / E. N. Barron. - Hoboken : Wiley-interscience, 2008. - 415 p. :
gráficos ; 24 cm

ISBN 978-0-470-17132-5

Cota: MT/145-BC ULHT 31419

BASTOS, Pedro

Produção 3D com blender para arquitetura e personagens / Pedro Bastos. - Lisboa : FCA,
2010. - 254 p. : il. - (Biblioteca software livre)

ISBN 978-972-722-652-8

Cota: AV/660-BC ULHT 35703

BEAUCHAMP, Robin

Designing sound for animation / Robin Beauchamp. - Amsterdam ; Boston ; Heidelberg ;
London : Elsevier, 2005. - 193 p. : il. ; 19 cm

ISBN 0-240-80733-2

Cota: AV/427-BC ULHT 27155

BELL, Gavin

Building social web applications / Gavin Bell. - Beijing ; Cambridge ; Farnham ; Koln : O'Reilly,
2009. - 409, [3] p. : il. ; 24 cm. - (Establishing community at the heart of your site)

ISBN 978-0-596-51875-2

Cota: IN/456-BC ULHT 35049

BIRN, Jeremy

Digital lighting & rendering / Jeremy Birn. - 2nd ed. - Berkeley : New Riders, 2006. - 416 p. : il. ;
23 cm

ISBN 0-321-31631-2

Cota: AV/526-BC ULHT 29609

BISHOP, Judy

Java Gently : programming principles explained / Judy Bishop. - 2nd ed. - Harlow :
Addison-Wesley, 1998. - 508 p. ; 23 cm

ISBN 0-201-342979

Cota: IN/216-BC ULHT 11067

BIBLIOTECA VICTOR DE SÁ
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BOARDMAN, Ted

3DS max 7 fundamentals / Ted Boardman. - Berkeley : New Riders, 2005. - 520, [3] p. : il. ; 23 cm

ISBN 0-321-32138-3

Cota: AV/483-BC ULHT 28424

BOGOST, Ian

Unit operations : an approach to videogame criticism / Ian Bogost. - Cambridge ; London : The MIT Press, 2006. - 238, [4] p. ; 23 cm

ISBN 0-262-02599-X

Cota: CO/324-BC ULHT 28901

BOUSQUET, Michele

Model, rig, animate with 3ds Max 7 / Michele Bousquet. - Berkeley : New Riders, 2005. - 243 p. : il. ; 23 cm

ISBN 0-321-32178-2

Cota: AV/450-BC ULHT 28087

BOUSQUET, Michele, e outro

3ds Max animation with Biped / Michele Bousquet, Michael McCarthy. - Berkeley : New Riders, 2006. - 286 p. : il. ; 23 cm

ISBN 0-321-37572-6

Cota: AV/449-BC ULHT 28088

BURKE, Bill

RESTful Java with JAX-RS / Bill Burke. - Beijing ; Cambridge ; Farnham : O'Reilly, 2009. - 289, [2] p. ; 23 cm. - (Designing and developing distributed web services)

ISBN 978-0-596-15804-0

Cota: IN/447-BC ULHT 34893

BYRNE, Ed

Game level design / Ed Byrne. - Hingham : Charles River Media, 2005. - 344 p. : il. ; 24 cm (Game development series)

ISBN 1-58450-369-6

Cota: AV/406-BC ULHT 26066

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

CANTOR, Jeremy, e outro

Inspired 3D short film production / Jeremy Cantor, Pepe Valencia ; pref. Bill Kroyer. - Boston : Thomson Course Technology, 2004. - 470, [4] p. : il. ; 19 x 23 cm
ISBN 1-59200-117-3

Cota: AV/475-BC ULHT 28217

CARITA, André

Pensar videojogos : design, arte e comunicação / André Carita. - 1ª ed. - Lisboa : Edições Universitárias Lusófonas, 2015. - 421 p. : il. ; 23 cm. - (Imagens, sons, máquinas e pensamento ; 14)
ISBN 978-989-757-030-8

Cota: AV/619-BC ULHT 49186
AV/619.2-BC ULHT 49168
AV/619.3-BC ULHT 49167

CASTILLO LORENZO, José Aser

Programação em JAVA : fundamentos / José Aser Castillo Lorenzo. - Lisboa : Universidade Lusófona, Escola de Comunicação, Artes e Tecnologias da Informação, [s.d.]. - 252 p. ; 30 cm

Cota: IN/55-BC ULHT 49244
IN/55.2-BC ULHT 49245
IN/55.3-BC ULHT 49246

CAVALLARO, Dani

The animé art of Hayao Miyazaki / Dani Cavallaro. - Jefferson ; London : McFarland & Company, Inc., Publishers, 2006. - 204 p. ; 25 cm
ISBN 978-0-7864-2369-9

Cota: AV/653-BC ULHT 35319

CLARK, Brad, e outros

Inspired 3D advanced rigging and deformations / Brad Clark, John Hood, Joe Harkins. - Boston : Thomson Course Technology, 2005. - 318, [4] p. : il. ; 19 x 23 cm. - (Michael Ford and Kyle Clark)
ISBN 1-59200-116-5

Cota: AV/460-BC ULHT 28114

CLARK, Kyle

Inspired 3D character animation / Kyle Clark ; pref. Tom Sito. - [S.l.] : Premier Press, 2002. - 224, [1] p. : il. ; 22 x 27 cm
ISBN 1-931841-48-9

Cota: AV/476-BC ULHT 28216

BIBLIOTECA VICTOR DE SÁ
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COELHO, Pedro

Programação em Java 2 : curso completo / Pedro Coelho. - Lisboa : FCA, 2003. - 481 p. : il.
ISBN 972-722-348-8

Cota: IN/441-BC ULHT 32901

COMPUTER GRAPHICS

Computer graphics : principles and practice / John F. Hughes...[et al]. - 3rd ed. -
Massachusetts : Addison-Wesley, 2013. - 1208 p. : il. color ; 24 cm
ISBN 978-0-321-39952-6

Cota: IN/164.2-BC ULHT 42038

CONGER, David, e outro

Creating games in C++: a step-by-step guide / David Conger, Ron Little. - Berkeley : New Riders,
2006. - 438 p. : il. ; 23 cm
ISBN 0-7357-1434-7

Cota: IN/316-BC ULHT 28177

CRAWFORD, Chris

The art of interactive design : a euphonious and illuminating guide to building successful
software / Chris Crawford. - San Francisco : No Starch Press, 2003. - 385, [2] p. : il. ; 24 cm
ISBN 1-886411-84-0

Cota: CO/170-BC ULHT 17809

CUSHNAN, Dominic, e outro

Developing AR games for iOS and Android : develop and deploy augmented reality apps using
Vuforia SDK and Unity 3D / Dominic Cushnan, Hassan El Habbak. - Birmingham ; Mumbai :
Packt Publishing, 2013. - 117, [4] p. : il. ; 23 cm
ISBN 978-1-78328-003-2

Cota: IN/475-BC ULHT 48022

CYBERARTS 2008

CyberArts 2008 : international compendium Prix Electronica / ed. Hannes Leopoldseder,
Christine Schöpf, Gerfried Stocker. - [S. l.] : Ars Electronica, [2009]. - 317 p. : il. ; 24 cm
ISBN 978-3-7757-2225-4

Cota: AV/64-BC ULHT 48026

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

DANAHER, Simon

The complete guide to digital 3D design / Simon Danaher. - East Sussex : ILEX, 2004. - 192 p. : il. ; 26 cm

ISBN 1-904705-38-3

Cota: AV/454-BC ULHT 28119

DARLEY, Andrew

Visual digital culture : surface play and spectacle in new media genres / Andrew Darley. - London ; New York : Routledge, 2000 (reimp. 2002). - 225 p. ; 24 cm. - (Sussex studies in culture and communication. Media studies/visual culture)

ISBN 0-415-16555-5

Cota: AV/393-BC ULHT 25893

DAVISON, Andrew

Killer game programming in Java / Andrew Davison. - Beijing ; Cambridge ; Paris : O'Reilly , 2005. - 969, [5] p. : il., gráficos ; 23 cm

ISBN 0-596-00730-2

Cota: IN/308-BC ULHT 28137

DESAI, Apurva A.

Computer graphics / Apurva A. Desai. - New Delhi : PHI Learning, 2010. - 347 p. : il., gráficos ; 24 cm

ISBN 978-81-203-3524-0

Cota: IN/78-BC ULHT 50253

DI JASIO, Lucio

Programming 32-bit microcontrollers in C : exploring the PIC32 / Lucio Di Jasio. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Newnes, 2008. - 527 p. : il. ; 23 cm (Embedded technology series)

ISBN 978-0-7506-8709-6

Cota: IN/411-BC ULHT 32287

DIGITAL PAINTING TECHNIQUES

Digital painting techniques / Laurel Austin ... [et al.]. - [S.l.] : 3D Total Publishing, 2012. - 286 p. : il. ; 28 cm

ISBN 978-0-9568171-2-9

Cota: AV/1203.C-BC ULHT 46535

BIBLIOTECA VICTOR DE SÁ
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DIMARCO, John

Computer graphics and multimedia : applications, problems and solutions / John DiMarco. - Hershey ; London ; Melbourne ; Singapore : Idea Group Publishing, 2004. - 265, [3] p. : il., gráficos ; 25 cm
ISBN 1-59140-266-2

Cota: IN/257-BC ULHT 24849

DRAPER, Pete

Deconstructing the elements with 3ds Max 6 : create natural fire, earth, air and water without plug-ins / Pete Draper. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2004 (2005). - 351, [1] p. : il. ; 25 cm
ISBN 0-240-51954-X

Cota: IN/274-BC ULHT 26065

DUGGAN, Michael

IPad multiplayer magic / Michael Duggan. - Boston : Cengage Learning, 2012. - 291 p. : il. ; 23 cm
ISBN 978-1-4354-5964-9

Cota: IN/471-BC ULHT 48023

EPIC SOFTWARE GROUP, INC.

The best of 3D graphics / EPIC Software Group, Inc. ; ed. Vic Cherubini. - Gloucester : Rocekport Publishers, 2003. - 192 p. : il.
ISBN 1-56496-954-1

Cota: AV/474-BC ULHT 28218

FELGUEIRAS, Carlos, e outro

Introdução ao processamento digital de imagem : implementação em Java / Carlos Felgueiras, João Garrot. - Lisboa : FCA, 2008. - 133 p. : il.
ISBN 978-972-722-282-7

Cota: IN/422-BC ULHT 32664

FERGUSON, C. E.

Microeconomia / C. E. Ferguson ; trad. Almir Guilherme Barbassa, António Pessoa Brandão. - 17ª ed. - Rio de Janeiro : Forense Universitária, 1993. - 610 p. ; 21 cm

Cota: E/53-BC ULHT 3857

FERREIRA, Pedro Cid

Flash MX : conceitos e prática / Pedro Cid Ferreira. - 2ª ed. - Lisboa : FCA, 2002. - 412 p. : il.
ISBN 972-722-332-X

Cota: IN/414-BC ULHT 32570

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

FERREIRA, Pedro, e outro

Flash 5 : conceitos e prática / Pedro Ferreira, Emília Azevedo. - Lisboa : FCA, 2001. - 378 p. ; 23 cm. - (FC@.net)

ISBN 972-722-237-4

Cota: IN/89-BC ULHT 9848

FLANAGAN, David

Java in a nutshell / David Flanagan. - 5th ed. - Cambridge : O'Reilly, 2005. - 1225, [4] p. ; 23 p.

ISBN 978-0596-00773-7

Cota: IN/196.2-BC ULHT 31714

FLANAGAN, David

Java in a nutshell : a desktop quick reference / David Flanagan. - 4th ed. - Beijing : O'Reilly, 2002. - 969 p. : il., gráficos ; 23 cm

ISBN 0-596-00283-1

Cota: IN/196-BC ULHT 38781

FLANAGAN, David

Javascript : pocket reference / David Flanagan . - 2nd ed. - Sebastopol : O'Reilly, 2002. - 127 p.

ISBN 0-596-00411-7

Cota: IN/429-BC ULHT 32894

FULLERTON, Tracy, e outros

Game design workshop : a playcentric approach to creating innovative games / Tracy Fullerton, Christopher Swain, Steven S. Hoffman. - 2nd ed. - Amsterdam ; Boston ; Heidelberg ; London ; New York : Elsevier : Morgan Kaufmann, 2008. - 470 p. : il. ; 23 cm

ISBN 978-0-240-80974-8

Cota: AV/596-BC ULHT 31701

GAMES AND CULTURE

Games and culture : a journal of interactive media. - Los Angeles ; London ; New Delhi : SAGE, 2014. - 76 p. ; 23 cm

Cota: AV/1109-BC ULHT 44526

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

GAUTHIER, Jean-Marc

Building interactive worlds in 3D : virtual sets and pre-visualization for games, film, and Web / Jean-Marc Gauthier. - Amsterdam ; Boston ; Heidelberg ; London : Focal Press, 2005. - 422, [2] p. : il. ; 24 cm

ISBN 0-240-80622-0

Cota: AV/1233-BC ULHT 25531

GIAMBRUNO, Mark

3D graphics & animation / Mark Giambruno. - 2nd ed. - Berkeley : New Riders, 2002. - 588, [2] p. : il. ; 23 cm

ISBN 0-7357-1243-3

Cota: AV/468-BC ULHT 28179

GLOOR, Peter

Elements of hypermedia design : techniques for navigation & visualization in cyberspace / Peter Gloor. - Boston : Birkhäuser, 1997. - 400 p. : il., gráficos ; 23 cm

ISBN 0-8176-3911-X

Cota: AV/1221-BC ULHT 17761

GONÇALVES, Anabela, e outro

Flash MX, design, animação e programação / Anabela Gonçalves, Magno Urbano. - Farnham : Ashgate, 2002. - 377, [2] p. : il. ; 24 cm. - (Tecnologias)

ISBN 972-8426-53-4

Cota: IN/566-BC ULHT 44643

GORDON, Rob, e outro

Essential JMF : Java Media Framework / Rob Gordon, Stephen Talley. - Upper Saddle River : Prentice-Hall, 1999. - 624, [1] p. ; 23 cm

ISBN 0-13-080104-6

Cota: IN/384-BC ULHT 17148

GRIFFITH, Adam, e outros

Guys for dummies / Adam Griffith, Bjoern-Erik Hartsfvang, Stuart J. Stuple. - Hoboken : Wiley Publishing, Inc., 2006. - 410, [4] p. ; 23 cm

This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) / Adam Griffith, Bjoern-Erik Hartsfvang, Stuart J. Stuple. - Hoboken : Wiley Publishing, Inc., 2006. - 410, [4] p. ; 23 cm

ISBN 0-471-78329-3

Cota: IN/317-BC ULHT 28222

BIBLIOTECA VICTOR DE SÁ
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GUTIÉRREZ, Mario A., e outros

Stepping into virtual reality / Mario A. Gutiérrez A, Frédéric Vexo, Daniel Thalmann. - London : Springer, 2008. - 214 p. : il. ; 23 cm
ISBN 978-1-84800-116-9

Cota: AV/839-BC ULHT 41861

HAMLIN, J. Scott, e outro

Flash MX actionscript : the designer's edge / J. Scott Hamlin, Jennifer S. Hall. - San Francisco ; London : Sybex, 2002. - 384, [2] p. : il. ; 25 cm
ISBN 0-7821-4121-8

Cota: CO/988-BC ULHT 26367

HARTAS, Leo

The art of game characters / Leo Hartas. - East Sussex : ILEX, 2005. - 192 p. : il. ; 24 cm
ISBN 1-904705-33-2

Cota: AV/456-BC ULHT 28108

HARWANI, B. M.

The android tablet developer's cookbook / B.M. Harwani. - Upper Saddle River ; Toronto ; London ; Munich ; Paris ; Madrid : Addison-Wesley, 2013. - 563, [3] p. : il. ; 23 cm
ISBN 978-0-321-88530-2

Cota: IN/35-BC ULHT 46287

HECKENDORN, Ben

Hacking video game consoles : turn your old video games systems into awesome new portables / Ben Heckendorn. - Indianapolis : Wiley Publishing, Inc., 2005. - 553 p. : il. ; 23 cm
ISBN 0-7645-7806-5

Cota: IN/311-BC ULHT 28132

HIGHT, John, e outro

Game development essentials : game project management / John Hight, Jeannie Novak. - Clifton Park : Thomson Delmar Learning, 2007. - 284 p. : il. ; 25 cm
ISBN 978-1-4180-1541-1

Cota: IN/362-BC ULHT 30226

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

HOHL, Wolfgang

Interactive environments with open-source software : 3D walkthroughs and augmented reality for architects with Blender 2.43, DART 3.0 and Artoolkit 2.72 / Wolfgang Hohl. - Wien ; New York : Springer, 2009. - 239 p. : il. ; 24 cm
ISBN 978-3-211-79169-1

Cota: AQ/266-BC ULHT 34161

HUMAN MOTION

Human motion : understanding, modelling, capture, and animation / ed. lit. Bodo Rosenhahn, Reinhard Klette, Dimitris Metaxas. - Dordrecht : Springer, 2008. - 633, [2] p. : il. ; 24 cm. - (Computational imaging and vision ; 36)
ISBN 978-1-4020-6692-4

Cota: AV/626-BC ULHT 34691

HUNTER, Jason, e outro

Java Servlet programming / Jason Hunter, William Crawford. - 2nd ed. - Beijing : O'Reilly, 2001. - 753, [6] p. : il. ; 23 cm. - (The Java series)
ISBN 0-596-00040-5

Cota: IN/195-BC ULHT 17467

IMAGE PROCESSING TECHNOLOGIES

Image processing technologies : algorithms, sensors, and applications / ed. lit. Kiyoharu Aizawa, Katsuhiko Sakaue, Yasuhito Suenaga. - New York ; Basel : Marcel Dekker, Inc., 2004. - 282 p. : il. ; 23 cm. - (Signal processing and communications series)
ISBN 0-8247-5057-8

Cota: EE/75-BC ULHT 29049

INTERNATIONAL WORKSHOP, AMFG, 2º, Beijing, 2005

Analysis and modelling of faces and gestures : proceedings / ed. lit. Weyi Zhao. - Princeton ; London ; Beijing : Springer Verlag, 2005. - 424, [2] p. : il. ; 23 cm
ISBN 3-540-29229-2

Cota: IN/309-BC ULHT 28136

INTRODUCTION TO COMPUTER GRAPHICS

Introduction to computer graphics / James D. Foley ... [et al.]. - Readings ; Menlo Park ; New York ; Amsterdam ; Bonn : Addison-Wesley, 1994. - 559 p. : gráficos ; 23 cm
ISBN 0-201-60921-5

Cota: IN/538-BC ULHT 41704

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

JACKSON, Chris

Flash cinematic techniques : enhancing animated shorts and interactive storytelling / Chris Jackson. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2010. - 292 p. : il. ; 25 cm

ISBN 978-0-240-81261-8

Cota: AV/658-BC ULHT 35430

KATER, Geoffrey

Design-first for 3D artists / Geoffrey Kater. - Los Rios Boulevard Plano : Wordware Publishing, 2005. - 307, [1] p. : il. ; 18 x 23 cm

ISBN 1-55622-085-5

Cota: AV/464-BC ULHT 28163

KENNEDY, Tim, e outro

SMIL : adding multimedia to the web / Tim Kennedy, Mary Slowinski. - Indianapolis : SAMS, 2001. - 390 p. : il. ; 23 cm

ISBN 0-672-32167

Cota: IN/393-BC ULHT 17694

KHEMLANI, Lachmi

Form. Z 4 : 3D modeling, rendering, and animation / Lachmi Khemlani ; pref. Mark D. Gross. - New York ; Chicago ; San Francisco ; London : McGraw-Hill, 2004. - 446, [2] p. : il. ; 23 cm

ISBN 0-07-142516-0

Cota: AV/469-BC ULHT 28176

KIRKPATRICK, Graeme

Aesthetic theory and the video game / Graeme Kirkpatrick. - Manchester ; New York : Manchester University Press : Palgrave Macmillan, 2011. - 247 p. ; 20 cm

ISBN 978-0-7190-7718-0

Cota: AV/808-BC ULHT 40726

KRASNER, Jon

Motion graphic design fine art animation : principles and practice / Jon Krasner. - Amsterdam ; Boston ; Heidelberg ; London : Focal Press, 2004 (Elsevier). - 386 p. : il. ; 25 cm

ISBN 0-240-80482-1

Cota: AV/375-BC ULHT 25525

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE VIDEOJOGOS

KUPERBERG, Marcia, e outros

A guide to computer animation for TV, games, multimedia and web / Marcia Kuperberg, col. Martin Bowman, Rob Manton. - Oxford : Amsterdam : Boston ; Focal Press, 2002. - 249 p. : il. ; 24 cm. - (Focal Press visual effects & animation)
ISBN 0-240-51671-0

Cota: AV/1222-BC ULHT 20385

LARGE-SCALE 3D DATA INTEGRATION

Large-scale 3D data integration : challenges and opportunities / ed. lit. Sisi Zlatanova, David Prospero. - Boca Raton ; London ; New York : CRC, Taylor & Francis, 2005. - 245 p. : il. ; 24 cm
ISBN 0-8493-9898-3

Cota: GF/170-BC ULHT 28931

LEARNING MAYA 5

Learning Maya 5 : character rigging and animation. - [S.l.] : Alias / Wavefront, 2003. - 336 p. : il., gráficos ; 23 cm
ISBN 1-894893-41-7

Cota: AV/305-BC ULHT 22868

LEARNING MAYA 5

Learning Maya 5 : Foundation. - [S.l.] : Alias / Wavefront, 2003. - 530 p. : il., gráficos ; 23 cm
ISBN 1-894893-34-4

Cota: AV/314.2-BC ULHT 32712

LEARNING MAYA 7

Learning Maya 7 : the modeling & animation handbook / ed. Erica Fyvie ; pref. Doug Walker. - [S.l.] : Sybex, 2005 (Wiley). - 741, [11] p. : il. ; 23 cm
ISBN 1-894893-875

Cota: AV/429-BC ULHT 27233

LENGYEL, Eric

Mathematics for 3D game programming and computer graphics / Eric Lengyel. - 3rd edition. - Boston : Course Technology, 2012. - 545 p. ; 24 cm
ISBN 978-1-4354-5886-4

Cota: IN/521-BC ULHT 47982

BIBLIOTECA VICTOR DE SÁ
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LEVEL OF DETAIL FOR 3D GRAPHICS

Level of detail for 3D graphics / David Luebke ... [et al.]. - Amsterdam ; Boston ; London ; New York : Morgan Kaufmann Publishers, 2003. - 390 p. : il. ; 23 cm

ISBN 1-55860-838-9

Cota: IN/326-BC ULHT 28134

LIGUORI, Robert, e outro

Java 8 pocket guide / Robert Liguori, Patricia Liguori. - Beijing ; Cambridge ; Tokyo : O'Reilly, 2014. - 223, [3] p. ; 18 cm

ISBN 978-1-491-90086-4

Cota: IN/36-BC ULHT 46285

LOBO, Miguel

Flash MX & 5 : optimização de sites / Miguel Lobo. - Lisboa : FCA, 2002. - 430 p. : il.

ISBN 972-722-328-5

Cota: CO/972-BC ULHT 32573

LORD, Peter, e outro

Cracking animation / Peter Lord, Brian Sibley ; pref. Nick Park. - New edition. - London : Thames & Hudson, 2004. - 224 p. : il. ; 26 cm

ISBN 0-500-51190-X

Cota: AV/137-BC ULHT 32701

LORD, Peter, e outro

Creating 3-D animation : the Aardman book of filmmaking / Peter Lorde & Brian Sibley ; pref. Nick Park. - New York : Harry N. Abrams, Inc., Publishers, 1998. - 192 p. : il. ; 26 cm

ISBN 0-8109-1996-6

Cota: AV/1201-BC ULHT 46538

LUZ, Filipe Costa

Jogos de computador e cinema : narrativas, avatares e efeitos / Filipe Costa Luz. - Lisboa : Edições Universitárias Lusófonas, 2009. - 187 p. : il. - (Imagens, sons, máquinas e pensamento ; 10)

ISBN 978-972-8881-71-9

Cota: AV/678-BC ULHT 36726
AV/678.2-BC ULHT 36725

BIBLIOTECA VICTOR DE SÁ
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MARINO, Paul

3D game-based filmmaking : the art of machinima / Paul Marino. - Scottsdale : Paraglyph, 2004. - 470 p. : il. ; 23 cm

ISBN 1-932111-85-9

Cota: AV/499-BC ULHT 28623

MARTINS, F. Mário

Java 8 : POO + construções funcionais / F. Mário Martins. - Lisboa : FCA, 2017. - 594 p. : gráficos ; 24 cm. - (Tecnologias de Informação)

ISBN 978-972-722-838-6

Cota: IN/130-BC ULHT 48794

MARTINS, F. Mário

Programação orientada aos objectos em Java 2 / F. Mário Martins. - Lisboa : FCA, 2000. - 385 p. ; 24 cm. - (Tecnologias de informação)

ISBN 972-722-196-3

Cota: IN/41-BC ULHT 13576

MARX, Christy

Writing for animation, comics, and games / Christy Marx. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2006. - 226 p. : il. ; 25 cm

ISBN 978-0-240-80582-5

Cota: AV/520-BC ULHT 29339

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Creating 3D effects for film, TV, and games / David Santiago. - Boston : Thomson, 2005. - 282 p. : il. ; 19 x 23 cm
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Algorithms for visual design using the processing language / Kostas Terzidis. - Indianapolis : Wiley Publishing, 2009. - 354 p. : il. ; 23 cm
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An introduction to linear programming and game theory / Paul R. Thie. - 2nd ed. - New York : John Wiley, 1988. - 396 p. ; 23 cm

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Computer numerical control of machine tools / G. E. Thyer. - 2nd ed. - Nova Iorque : Butterworth Heinemann, 1996. - 318 p. ; 24 cm
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Videogame, player, text / edited by Barry Atkins, Tanya Krzwinska. - Manchester : Manchester University Press, 2007. - 256 p. ; 22 cm
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Virtual reality / ed. lit. Jae-Jin Kim. - Rijeka : InTech, 2011. - 672 p. : il.
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Creating games with Unity and Maya : how to develop fun and marketable 3D games / Adam Watkins. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2011. - 528 p. : il. ; 24 cm

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Action analysis for animators / Chris Webster. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2012. - 399 p. : il. ; 24 cm

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CGI : the art of the 3D computer-generated image / Peter Weishar ; pref. Phil Tippett. - New York : Harry N. Abrams, Inc., 2004. - 224 p. : il. ; 28 cm

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