

Modern Art in Fiction Films
Programming professional 3D games with Unreal Engine 4
The Classic Guide to the Mental Side of Peak Performance
The faster way to build games using UE4 Blueprints
Unreal Engine Virtual Reality Quick Start Guide

During a period of three years Taiyo Onorato and Nico Krebs traveled several months through the United States, working "on the road" on the photo series The Great Unreal. The photographic work deals with reality and the fabrication of reality. The geography of America serves as both setting and fertile ground for the examination. Mysticism and demystification are important aspects in this process, as is working with a rich inventory of visual icons that can be continually deconstructed and manipulated. The working method of both photographers is based on interventions prescribed mostly by happenstance and change. Through repetition and associative placement, the sometimes crude, sometimes subtle interventions begin to link to one another, establishing an exciting transformation of reality that only hesitatingly reveals itself to the viewer. Together with book designers Megi Zunstein and Claudio Barandun, what emerged is an unmitigated picture book that makes a visual journey possible without any instructions. It comprises narrative image sequences that approximate the curiosity and restlessness of being on the move and, at the same time, depict associative connections with the American landscape.

The Official, Full-Color Guide to Developing Interactive Visualizations, Animations, and Renderings with Unreal Engine 4 Unreal Engine 4 (UE4) was created to develop video games, but it has gone viral among architecture, science, engineering, and medical visualization communities. UE4's stunning visual quality, cutting-edge toolset, unbeatable price (free!), and unprecedented ease of use redefines the state of the art and has turned the gaming, film, and visualization industries on their heads. Unreal Engine 4 for Design Visualization delivers the knowledge visualization professionals need to leverage UE4's immense power. World-class UE4 expert Tom Shannon introduces Unreal Engine 4's components and technical concepts, mentoring you through the entire process of building outstanding visualization content: all with realistic, carefully documented, step-by-step sample projects. Shannon answers the questions most often asked about UE4 visualization, addressing issues ranging from data import and processing to lighting, advanced materials, and rendering. He reveals important ways in which UE4 works differently from traditional rendering systems, even when it uses similar terminology. Throughout, he writes from the perspective of visualization professionals in architecture, engineering, or science—not gaming. Understand UE4's components and development environment Master UE4's pipeline from source data to delivered application Recognize and adapt to the differences between UE4 and traditional visualization and rendering techniques Achieve staggering realism with UE4's Physically Based Rendering (PBR) Materials, Lighting, and Post-Processing pipelines Create production-ready Materials with the interactive real-time Material Editor Quickly set up projects, import massive datasets, and populate worlds with accurate visualization data Develop bright, warm lighting for architectural visualizations Create pre-rendered animations with Sequencer Use Blueprints Visual Scripting to create complex interactions without writing a single line of code Work with (and around) UE4's limitations and leveraging its advantages to achieve your vision All UE4 project files and 3ds Max source files, plus additional resources and links, are available at the book's companion website.

Master your game from the inside out! With more than 800,000 copies sold since it was first published thirty years ago, this phenomenally successful guide has become a touchstone for hundreds of thousands of people. Not just for tennis players, or even just for athletes in general, this handbook works for anybody who wants to improve his or her performance in any activity, from playing music to getting ahead at work. W. Timothy Gallwey, a leading innovator in sports psychology, reveals how to □ focus your mind to overcome nervousness, self-doubt, and distractions □ find the state of "relaxed concentration" that allows you to play at your best □ build skills by smart practice, then put it all together in match play Whether you're a beginner or a pro, Gallwey's engaging voice, clear examples, and illuminating anecdotes will give you the tools you need to succeed. □ Introduced to The Inner Game of Tennis as a graduate student years ago, I recognized the obvious benefits of [W. Timothy] Gallwey's teachings. . . . Whether we are preparing for an inter-squad scrimmage or the National Championship Game, these principles lie at the foundation of our program. □ from the Foreword by Pete Carroll