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the main idea of this book is that to comprehend the instructional potential of

simulation and to design effective simulation based learning environments one has to consider both what happens inside the computer and inside the students minds the framework adopted to do this is model centered learning in which simulation is seen as particularly effective when learning requires a restructuring of the individual mental models of the students as in conceptual change mental models are by themselves simulations and thus simulation models can extend our biological capacity to carry out simulative reasoning for this reason recent approaches in cognitive science like embodied cognition and the extended mind hypothesis are also considered in the book a conceptual model called the epistemic simulation cycle is proposed as a blueprint for the comprehension of the cognitive activities involved in simulation based learning and for instructional design

master c and game development with unity are you ready to turn your passion for gaming into a career this comprehensive guide is your ultimate resource for mastering c and unity whether you're a beginner or looking to refine your skills this book offers step by step instructions practical exercises and real world projects to help you learn c programming through the exciting process of game development what you'll learn getting started with unity install and navigate the unity interface with ease c programming master the basics and advanced concepts of c programming from variables and loops to arrays classes and inheritance game development apply your c skills to create engaging games like an infinite runner and a 2d shooter advanced c concepts dive into object oriented programming with c classes inheritance polymorphism and more data management with c save and load game data using local files json xml and databases procedural content generation with c build dynamic environments and even a virtual solar system debugging in c learn essential tips for debugging and error management in c development principles follow best practices like dry solid and kiss using c in unity writing clean code write clean reusable and maintainable c code why choose this book

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sculpting dyntopo the voxel remesher quadriflow and multiresolution you'll also learn about a wide range of brushes and all of the latest additions to the sculpting feature set such as face sets mesh filters and the cloth brush the next chapters will show you how to customize these brushes and features to create fantastic 3d sculptures that you can share with the ever growing blender community by the end of this book you'll have gained a complete understanding of the core sculpting workflows and be able to use blender to bring your digital characters to life what you will learn configure your graphics tablet for use in 3d sculpting set up blender's user interface for sculpting understand the core blender sculpting workflows familiarize yourself with blender's basic sculpting brushes customize brushes for more advanced workflows explore high resolution details with brush alphas and multiresolution try out the all new cloth brush render your finished artwork for and make it portfolio ready who this book is for this book is for artists who want to get started with the exciting new sculpting features in blender 3d whether you have experience using zbrush or traditional sculpting or are completely new to sculpting this book will have something new for you to learn prior experience with blender or other 3d software may be helpful but is not required however a graphics tablet from wacom xp pen or huion is highly recommended to be able to follow along the concepts and examples covered in the book

what student or teacher can resist the chance to experiment with rocket launchers drinking birds dropper poppers boomwhackers flying pigs and more the 54 experiments in using physics gadgets and gizmos grades 9 12 encourage your high school students to explore a variety of phenomena involved with pressure and force thermodynamics energy light and color resonance buoyancy two dimensional motion angular momentum magnetism and electromagnetic induction the authors say there are three good reasons to buy this book 1 to improve your students thinking skills and problem solving abilities 2 to acquire easy to perform experiments that engage

students in the topic 3 to make your physics lessons waaaaay more cool the phenomenon based learning pbl approach used by the authors two finnish teachers and a u s professor is as educational as the experiments are attention grabbing instead of putting the theory before the application pbl encourages students to first experience how the gadgets work and then grow curious enough to find out why students engage in the activities not as a task to be completed but as exploration and discovery the idea is to help your students go beyond simply memorizing physics facts using physics gadgets and gizmos can help them learn broader concepts useful critical thinking skills and science and engineering practices as defined by the next generation science standards and thanks to those boomwhackers and flying pigs both your students and you will have some serious fun for more information about hands on materials for using physical science gadgets and gizmos books visit arbor scientific at arborsci com nsta hs kits

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focusing on computational intelligence this text covers topics on architecture of learning technology systems advanced uses of multimedia and hypermedia integrated learning environments application of ai tools in learning technology and

virtual reality

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management while making use of unity s 2d physics shuriken particle systems and mecanim s character and state management tools finally you will bring it all together to create a multi level game as you learn how to incorporate mobile specific functionality test on a windows phone device and others for windows 10 and ultimately publish your game to the windows app store what you will learn learn c basics for unity work with the unity editor manage assets use the mecanim animation system and 2d features and physics who this book is for game developers hobbyists and game dev students who are new to unity or windows mobile game development or both javascript and c experience are helpful but c experience is not required

the book teaches skills and techniques in a way that not only provides an understanding of max x and its functionality but also how to apply those tools to a normal work environment by using a single comprehensive project each chapter contains a section that provides an explanation of the tools features and techniques being used some sample exercises for reinforcement and some of the artistic insight behind the process the chapter concludes with the workshop section which walks the reader through a series of step by step tutorials that culminate into a final working project by the end of the book the tear card color section tips notes and sidebars are filled with expert advice and supplemental information and together with the chapter material provide the reader with an invaluable resource that they can return to time and again

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