

<u>Svītrkods</u>	<u>Autors, nosaukums</u>	<u>Plaukta indekss</u>
100175832	<p><b>Borshchev, Andrei.</b> The Big Book of Simulation Modeling : multimethod modeling with AnyLogic 6 / Andrei Borshchev. - [ASV] : AnyLogic North America, 2013. - 612 p. : ilustrācijas. - letver bibliogrāfiju un rādītāju.</p> <p>Contents: Modeling and simulation modeling. The three methods in simulation modeling. Agent based modeling : technology overview. How to build agent based models : field service example. System dynamics and dynamic systems. Multi-method modeling. Designing state-based behavior : statecharts. Discrete events and event model object. Rails and trains. Java for AnyLogic users. Exchanging data with external world. Presentation and animation : working with shapes, groups, colors. Desinging interavtive models : using controls. 3D animation. Randomness in AnyLogic models. Model time, date and calendar : virtual and real time.</p> <p>ISBN 9780989573177. . - ISBN 0989573176.</p> <p>Mākslīgais intelekts. Matemātiskā statistika. Spēļu teorija. Datormodelēšana. ☐</p>	004
100175575	<p><b>Dunn, Fletcher.</b> 3D Math Primer for Graphics and Game Development / Fletcher Dunn, Ian Parberry. - 2nd ed. - Boca Raton, FL : A K Peters/CRC Press, 2011. - xxi, 824 p. : col. ill. ; 25 cm. - Includes bibliographical references (p. 801-805) and index. - "This book presents the essential math needed to describe, simulate, and render a 3D world. It provides an introduction to mathematics for game designers, including fundamentals of coordinate spaces, vectors, and matrices, orientation in three dimensions, introduction to calculus and dynamics, graphics, and parametric curves"--Provided by publisher. - "An A K Peters book.".</p> <p>Contents: Cartesian Coordinate Systems. Vectors. Multiple Coordinate Spaces. Introduction to Matrices. Matrices and Linear Transformations. More on Matrices. Polar Coordinate Systems. Rotation in Three Dimensions. Geometric Primitives. Mathematical Topics from 3D</p>	004

	<p>Graphics. Mechanics 1: Linear Kinematics and Calculus. Mechanics 2: Linear and Rotational Dynamics. Curves in 3D. Afterword. Appendix A: Geometric Tests. Appendix B: Answers to the Exercises. Bibliography. Index.</p> <p>ISBN 9781568817231 (hardback). . - ISBN 1568817231 (hardback).</p> <p>Datorgrafika. Datorspēles - Programmēšana. Datorzinātne. ☐</p>	
100175400	<p><b>Felicia, Patrick.</b> Unity 5 From Zero to Proficiency (Foundations) : a step-by-step guide to creating your first game / Patrick Felicia. - United States : CreateSpace Independent Publishing Platform, 2015. - xxii, 154 p. : ill. - (Learn and create).</p> <p>Contents: The Benefits of Using Unity. Installing Unity and Becoming Familiar with the Interface. Creating and Exporting your First Scene. Transforming Built-in Objects to Create an Indoor Scene. Creating an Outdoor Scene with Unity's Built-in Terrain Generator.</p> <p>ISBN 9781518699894.</p> <p>Datorspēles - Programmēšana. Videospēles - Programmēšana. ☐</p>	004
100175453	<p><b>Linowes, Jonathan.</b> Unity Virtual Reality Projects : Explore the world of virtual reality by building immersive and fun VR projects using Unity 3D / Jonathan Linowes. - Birmingham : Packt Publishing, 2015. - xiii, 259 p. : ill. - If you are a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps. Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR.</p> <p>Contents: Virtually everything for everyone. Objects and scale. VR Build and run. Gaze-based control. World Space UI. First-person character. Physics and the environment. Walk-throughs and rendering. Using all 360 degrees. Social VR metaverse.</p> <p>ISBN 9781783988556.</p> <p>Datormodelēšana. Virtuālā realitāte. ☐</p>	004

100175746	<p><b>Rossetti, Manuel D.(Manuel David), 1962-</b>. Simulation Modeling and Arena / Manuel D. Rossetti. - Second edition. - Hoboken, New Jersey : John Wiley &amp; Sons, Inc., 2016. - xxiv, 719 pages : illustrations ; 26 cm. - Includes bibliographical references and index.</p> <p>Contents: Simulation modeling. Generating randomness in simulation. Spreadsheet simulation. Introduction to simulation in ArenaTM. Basic process modeling. Modeling randomness in simulation. Analyzing simulation output. Modeling queueing and inventory systems. Entity movement and material handling. Miscellaneous topics in ArenaTM modeling. Application of simulation modeling.</p> <p>ISBN 9781118607916.</p> <p>Datormodelēšana. ☐</p>	004
100175789	<p>Eye Tracking : a comprehensive guide to methods and measures / Kenneth Holmqvist ... [et al.]. - Oxford : Oxford University Press ; New York, 2011. - xix, 537 p. : ill. ; 26 cm. - Includes bibliographical references and index.</p> <p>Contents: Eye-tracker hardware and its properties. From vague idea to experimental design. Data recording. Estimating oculomotor events from raw data samples. Areas of interest. Attention maps : scientific tools or fancy visualizations? Scanpaths : theoretical principles and practical application. Auxiliary data : events and representations. Movement measures. Position measures. Numerosity measures. Latency and distance measures. What are eye-movement measures and how can they be harnessed?.</p> <p>ISBN 9780198738596.</p> <p>Eye tracking. Cilvēka-datora saskarne. Datorgrafika. Data collection. Eye movement measures. Skaitliskā analīze. ☐</p>	004
100175477	<p>Interface Criticism : aesthetics beyond buttons / edited by Christian Ulrik Andersen &amp; Soren Bro Pold. - Aarhus [Denmark] : Aarhus University Press, 2011. - 295 p. : ill. (chiefly col.) ; 24 cm. - (Acta Jutlandica. Humanities series ; 2011/1). - Includes bibliographical references. - Covers a range of aesthetic expressions - including urban screens, wearable interfaces, performances, games, net-art, software art, and sound art, and discusses how new cultures evolve around, for example, open source or live</p>	004.5

	<p>coding. This book develops interface aesthetics as an appropriate paradigm for a critical discussion of the computer.</p> <p>Contents: Displays and History. Monumental Attractions: Toward An Archaeology of Public Media Interfaces / Erkki Huhtamo. The Haptic Interface: On Signal Transmissions and Events / Bodil Marie Stavning Thomsen. The Interface at the Skin / Lone Koefoed Hansen. Interface Perception: The Cybernetic Mentality and Its Critics: Ubermorgen.com / Soren Bro Pold. What is Interface Aesthetics, or What Could It Be (Not)? / Florian Cramer. The Computation of Space / Dragana Antic and Matthew Fuller. Means-end of Software / Geoff Cox. Poesis of Human-Computer Interaction: Music, Materiality and Live Coding / Morten Breinbjerg. Writerly Gaming: Political Gaming / Christian Ulrik Andersen. The Net Interface and the Public Sphere / Henrik Kaare Nielsen. Is There Really Only World For It? Software Vocabularies in the Expanded Field of Interface Aesthetics / Jacob Lillemose. Transparent World: Minoritarian Tactics in the Age of Transparency / Inke Arns. Collective Hallucination and Capitalism 2.0 Scale-free Elections in France / Christophe Bruno.</p> <p>ISBN 9788779345041.</p> <p>Tehnoloģija un mākslas. Lietotāja saskarnes (datorsistēmas). Cilvēka-datora saskarne. Vizuālā komunikācija. ☐</p>	
100175788	<p><b>Bojko, Aga.</b> Eye Tracking the User Experience : a practical guide to research / Aga Bojko. - Brooklyn, New York : Rosenfeld Media, 2013. - xiv, 304 p. : col. ill. ; 23 cm. - Includes bibliographical references and index.</p> <p>Contents: Pt. I. Why eye tracking? Eye tracking : what's all the hoopla? To track or not to track. pt. II. Study preparation. Eye trackers and other necessary resources. Time to roll up the sleeves. Combining eye tracking with other methods. Verbal protocols and eye tracking. Eye tracking measures. No participants, no study. pt. III. Data collection. It's tracking time! pt. IV. Analysis and reporting. Data extraction and preparation. Eye tracking data visualizations. Qualitative data analysis. Quantitative data analysis.</p> <p>ISBN 9781933820101. . - ISBN 1933820101. . - ISBN 9781457103049. . - ISBN 1457103044.</p>	004

	Eye tracking. Datorgrafika. Mašīnu redze. Vizuālā uztvere. Acs (medicīna) - Kustības. ☐	
100176202	<p><b>Challoner, Jack.</b> Virtual Reality / written by Jack Challoner. - New York, New York : DK Publishing, 2017. - 32 pages : color illustrations ; 29 cm + cardboard VR viewer (pieces only, assembly required) + stickers. - An introduction to virtual reality explains what it is and how it works, along with examples of how it is used in the real world, in a book that includes a make-it-yourself VR viewer.--. - Includes glossary and index. ISBN 9781465465481. . - ISBN 1465465480. Virtuālā realitāte. Papildinātā realitāte. ☐</p>	004
100176198	<p><b>Preece, Jennifer.</b> Interaction Design : beyond human-computer interaction / Jennifer Preece, Yvonne Rogers, Helen Sharp. - 4th Edition. - Chichester : Wiley, 2017. - xiii, 567 pages : illustrations. - A new edition of the #1 text in the Human Computer Interactionfield! Hugely popular with students and professionals alike, Interaction Design is an ideal resource for learning theinterdisciplinary skills needed for interaction design,human computer interaction, information design, web designand ubiquitous computing. Contents: What is Interaction Design ; Understanding and Conceptualizing Interaction ; Cognitive Aspects ; Social Interaction ; Emotional Interaction ; Interfaces ; Data Gathering ; Data Analysis, Interpretation, and Presentation ; The Process of Interaction Design ; Establishing Requirements ; Design, Prototyping, and Construction ; Interaction Design in Practice ; Introducing Evaluation ; Evaluation Studies: from Controlled to natural Settings ; Evaluation: Inspections, Analytics, and Models. ISBN 9781119020752. Cilvēka-datora saskarne. Lietotāja saskarnes (datorsistēmas). Cilvēka-datora mijiedarbība. ☐</p>	004
100176195	<p><b>Lanier, Jaron.</b> Dawn of the New Everything : encounters with reality and virtual reality / Jaron Lanier. - First edition. - New York : Henry Holt and Company, 2017. - xv, 351 pages : illustrations ; 25 cm. - Includes bibliographical references and index. ISBN 9781627794091 (hardcover). Datorzinātnieki - Amerikas Savienotās Valstis -</p>	004

	Biogrāfijas. Virtuālā realitāte. C# (programmēšanas valoda).	
100176196	<p><b>Laganiere, Robert.</b> OpenCV 3 Computer Vision Application Programming Cookbook : Receptes to help you build computer vision applications that make the most of the popular C++ library OpenCV 3 / Robert Laganiere. - Third Edition. - Birmingham : Packt, 2017. - x, 454 pages : illustrations.</p> <p>Contents: Playing with Images ; Manipulating Pixels ; Processing the Colors of an Image ; Counting the Pixels with Histograms ; Transforming Images with Morphological Operations ; Filtering the Images ; Extracting Lines, Contours, and Components ; Detecting Interest Points ; Describing and Matching Interest Points ; Estimating Projective Relations in Images ; Reconstructing 3D Scenes ; Processing Video Sequences ; Tracking Visual Motion ; Learning from Examples.</p> <p>ISBN 9781786469717.</p> <p>attelu apstrade. Mašīnu redze. ☐</p>	004
100176184	<p>Virtual Reality Headsets : a theoretical and pragmatic approach / Philippe Fuchs, co-authors:, Judith Guez, Olivier Hugues, Jean-François Jégo, Andras Kemeny &amp; Daniel Mestre. - Boca Raton : CRC Press, Taylor &amp; Francis Group, CRC Press is an imprint of the Taylor &amp; Francis Group, an informa business, 2017. - xiv, 197 pages ; 26 cm. - Includes bibliographical references (pages 191-197) and index. - Translation of: Les casques de réalité virtuelle et jeux vidéo. Paris : Les presses des Mines, 2016. . - "A Balkema book."</p> <p>Contents: A theoretical and pragmatic approach for VR headsets ; 1 Introduction and challenges ; 2 Concepts of virtual reality ; 2.1 Definitions of virtual reality ; 2.2 Fundamental approach for immersion and interaction ; 2.3 Immersion and presence ; 3 Human senses ; 3.1 Introduction ; 3.2 Vision ; 3.3 Cutaneous sensitivity ; 3.4 Proprioception ; 4 Visual interfaces ; 4.1 Introduction ; 4.2 Processes for the visual perception of the 3D space ; 4.3 Visual interfaces with fixed support ; 4.4 Stereoscopic restitution of vision ; 5 VR headsets ; 5.1 Introduction ; 5.2 Different types of VR headset ; 5.3 The design of optical system ; 5.4 Display screens ; 5.5 Head tracking sensor ; 5.6 The ergonomic design ; 6 Interfaces used with VR headsets ; 6.1 Introduction ; 6.2 Tracked</p>	004

	<p>handheld controllers ; 6.3 1D treadmill and omnidirectional (2D) treadmill ; 6.4 Motion simulator ; 7 Functional and technical characteristics of VR headsets ; 7.1 Introduction ; 7.2 Main features ; 7.3 Technical characteristics of VR headsets ; 7.4 Conclusion ; 8 Comfort and health ; 8.1 Comfort and health issues ; 8.2 Introduction to sensorimotor discrepancies ; 8.3 Taxonomy of sensorimotor discrepancies ; 8.4 Controlling actions ; 8.5 Psychological problems induced by virtual environments. 8.6 Optical and ergonomic constraints ; 9 Recommendations and solutions ; 9.1 Observational VBPs ; 9.2 "Unreal observational" VBPs ; 9.3 Navigation VBPs ; 9.4 Manipulation VBPs ; 9.5 Analysis grid for the 32 solutions ; 9.6 Adapting to the virtual environment ; 9.7 Safety rules ; 9.8 Conclusions ; Part II VR headset applications ; 10 Introduction to applications utilising VR headsets ; 10.1 VR applications for all age groups ; 10.2 Professional applications ; 11 Behavioural lab experiments ; 11.1 How VR headsets change the VR landscape ; 11.2 Walking through virtual apertures ; 11.3 Conclusion ; 12 Industrial use of VR headsets ; 12.1 Introduction ; 12.2 Driving Simulation (DS) and Virtual Reality (VR) ; 12.3 Automotive and aerospace VR applications ; 12.4 Simulation sickness (VRISE) ; 12.5 Space and size perception (scale 1 perception) ; 13 Creating digital art installations with VR headsets ; 13.1 VR headsets in artistic creation ; 13.2 A method to create with a VR headset ; 13.3 Conclusion and future directions ; 14 Conclusion and perspectives ; 14.1 Conclusion.</p> <p>ISBN 9781138632356 (hbk : alk. paper).  Virtuālā realitāte. □</p>	
100176204	<p><b>Macklin, Colleen.</b> Games, Design and Play : a detailed approach to iterative game design / Colleen Macklin, John Sharp. - First edition. - Boston, MA : Addison-Wesley ; San Francisco, CA, 2016. - xviii, 266 pages : color illustrations ; 23 cm. - Includes bibliographical references (pages 240-248) and index.</p> <p>Contents: Games, Design and Play ; Basic Game Design Tools ; The Kinds of Play ; The Player Experience ; The Iterative Game Design Process ; Design Values ; Game Design Documentation ; Collaboration and Teamwork ; Conceptualizing Your Game ; Prototyping</p>	004

	<p>Your Game ; Playtesting Your Game ; Evaluating Your Game ; Moving from Design to Production ; Works Cited ; Glossary ; Index.</p> <p>ISBN 0134392078. . - ISBN 9780134392073.</p> <p>Datorspēles - Programmēšana. Videospēles. ☐</p>	
100176208	<p><b>Gortler, Steven J.(Steven Jacob), 1966-</b>. Foundations of 3D Computer Graphics / Steven J. Gortler. - Cambridge, MA : MIT Press, 2012. - 273 p. : ill. ; 24 cm. - Includes bibliographical references (p. 267-270) and index.</p> <p>Contents: Getting Started ; Introduction ; Linear ; Affine ; Respect ; Frames in graphics ; Hello World 3D ; Rotations and Interpolation ; Quaternions (at Bit Technical) ; Balls: Track and Arc ; Smooth Interpolation ; Cameras and Rasterization ; Projection ; Depth ; From Vertex to Pixel ; Varying Variables (Tricky) ; Pixels and Such ; Materials ; Texture Mapping ; Sampling ; Reconstruction ; Resampling ; Advanced Topics ; Color ; What Is Ray Tracing? ; Light (Technical) ; Geometric Modeling: Basic Intro ; Animation: Not Even an Introduction.</p> <p>ISBN 9780262017350 (hardcover : alk. paper).</p> <p>Datorgrafika. Trīsdimensiju displeja sistēmas. ☐</p>	004
100176206	<p><b>Aukstakalnis, Steve.</b> Practical Augmented Reality : a guide to the technologies, applications and human factors for AR and VR / Steve Aukstakalnis. - 1st edition. - Old Tappan, NJ : Pearson Education, 2017. - xx, 420 lpp. : ilustrācijas ; 23 cm. - Bibliogrāfija: 362.-389. lpp. un rādītājs: [405.]-420. lpp.</p> <p>Contents: Preface ; Part 1: Introduction to Augmented and Virtual Reality ; Chapter 1: Computer - Generated Worlds ; Chapter 2: Understanding Virtual Space ; Part 2: Understanding the Human Senses and Their Relationship to Output / Input Devices ; Chapter 3: The Mechanics of Sight ; Chapter 4: Component Technologies of Head-Mounted Displays ; Chapter 5: Augmenting Displays ; Chapter 6: Fully Immersive Displays ; Chapter 7: The Mechanics of Hearing ; Chapter 8: Audio Displays ; Chapter 9: The Mechanics of Feeling ; Chapter 10: Tactile and Force Feedback Devices ; Chapter 11: Sensors for Tracking Position, Orientation and Motion ; Chapter 12: Devices to Enable Navigation and Interaction. Part 3: Applications of Augmented and Virtual Reality ; Chapter 13: Gaming and Entertainment ;</p>	004



	<p>Chapter 14: Architecture and Construction ; Chapter 15: Science and Engineering ; Chapter 16: Health and Medicine ; Chapter 17: Aerospace and Defense ; Chapter 18: Education ; Chapter 19: Information Control and Big Data Visualization ; Chapter 20: Telerobotics and Telepresence ; Part 4: Human Factors, Legal and Social Considerations ; Chapter 21: Human Factors Considerations ; Chapter 22: Legal and Social Considerations ; Chapter 23: The Future.</p> <p>ISBN 9780134094236. . - ISBN 0134094239.</p> <p>Papildinātā realitāte. Virtuālā realitāte. Cilvēkādatora mijiedarbība. ☐</p>	
100176200	<p><b>Bond, Jeremy Gibson.</b> Introduction to Game Design, Prototyping, and Development : from concept to playable game with Unity and C# / Jeremy Gibson Bond. - Second edition. - Upper Saddle River, NJ : Addison-Wesley, [2018]. , ©2018. - xxxiv, 988 pages : color illustrations ; 23 cm. - (The Addison-Wesley game design and development series). - Includes bibliographical references and index. - "This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine. Jeremy Gibson presents prototyping as a core game design skill (much as sketching is a core artist's skill), taking a straightforward, commonsense approach that has been refined over many years of teaching beginners. Throughout, students are encouraged to experiment on their own, and to discover that most problems have multiple solutions"--Provided by publisher.</p> <p>Part I. Game Design and Paper Prototyping : 1. Thinking Like a Designer ; 2. Game Analysis Frameworks ; 3. The Layered Tetrad ; 4. The Inscribed Layer ; 5. The Dynamic Layer ; 6. The Cultural Layer ; 7. Acting Like a Designer ; 8. Design Goals ; 9. Paper Prototyping ; 10. Game Testing ; 11. Math and Game Balance ; 12. Puzzle Design ; 13. Guiding the Player ; 14. The Digital Game Industry -- Part II. Digital Prototyping : 15. Thinking in Digital Systems ; 16. Introducing Our Development Environment: Unity ; 17. Introducing Our Language: C# ; 18. Hello World: Your First Program ; 19. Variables and Components ; 20. Boolean Operations and Conditionals ;</p>	004

	<p>21. Loops ; 22. Lists and Arrays ; 23. Functions and Parameters ; 24. Debugging ; 25. Classes ; 26. Object-Oriented Thinking ; 27. The Agile Mentality -- Part III. Game Prototype Examples and Tutorials : 28. Prototype 1: Apple Picker ; 29. Prototype 2: Mission Demolition ; 30. Prototype 3: Space SHMUP ; 31. Prototype 4: Prospector Solitaire ; 32. Prototype 5: Bartok ; 33. Prototype 6: Word Game ; 34. Prototype 7: QuickSnap ; 35. Prototype 8: Omega Mage.</p> <p>ISBN 9780134659862. . - ISBN 0134659864.</p> <p>Datorspēles - Programmēšana. Datorspēles - Dizains. Videospēles. Trīsdimensiju displeja sistēmas. C# (programmēšanas valoda). Lietojumprogrammas - Attīstība. ☐</p>	
100176186	<p><b>Meyer, Trish, 1961-</b>. Creating Motion Graphics with After Effects / Trish &amp; Chris Meyer. - 5th ed. - Amsterdam : Elsevier/Focal Press ; Boston, 2010. - xvi, 752 p. : col. ill. ; 24 cm. + 1 DVD-ROM (4 3/4 in.). - Includes index.</p> <p>Contents: How to use this book ; Animation techniques ; Layer management ; Modes, masks, &amp; mattes ; Cameras! lights! action! ; Building hierarchies ; Text animation ; Effects &amp; presets ; Color &amp; keying ; Time &amp; tracking ; Drawing, painting, &amp; puppetry ; Working with audio ; Expressions ; Importing &amp; integration ; Exporting &amp; rendering.</p> <p>ISBN 9780240814155.</p> <p>Kinematogrāfija - Specefekti. Datoranimācija. Datorgrafika. ☐</p>	004
100176192	<p><b>Levy, Jaime.</b> UX strategy : how to devise innovative digital products that people want / Jaime Levy ; foreword by Jason Calacanis. - First edition. - Sebastopol, CA : O'Reilly, 2015. , ©2015. - xii, 298 pages : color illustrations ; 23 cm. - Includes bibliographical references and index. - "User experience (UX) strategy requires a careful blend of business strategy and UX design, but until now, there hasn't been an easy-to-apply framework for executing it. This hands-on guide introduces lightweight strategy tools and techniques to help you and your team craft innovative digital products that people want."--Back cover.</p> <p>What Is UX strategy? ; The four tenets of UX strategy ; Validating the value proposition ; Conducting</p>	004

	<p>competitive research ; Conducting competitive analysis ; Storyboarding value innovation ; Creating prototypes for experiments ; Conducting guerrilla user research ; Designing for conversion ; Strategists in the wild.  ISBN 9781449372866. . - ISBN 1449372864.  Lietotājamorientētas sistēmas izstrāde. Lietotāja saskarnes (datorm sistēmas). Cilvēka-datora mijiedarbība. Tīmekļa vietnes - Dizains. ☐</p>	
100176190	<p><b>Ramirez, Murray.</b> Virtual Reality for Beginners! : How to Understand, Use &amp; Create VR / Murray Ramirez. - [United States : Murray Ramirez, 2016]. - 83 pages : illustrations. - Discusses the history and potential future of virtual reality, and how to set up your own VR with various technologies like Google Cardboard and Daydream View, Sony PlayStation, HTC Vive, Oculus Rift, and Samsung Gear VR.  Contents: Virtual Reality Defined : What is Virtual reality? VR through Time ; Getting Started : The Science of VR ; Developng and Creating VR ; VR Trends : Google Cardboard ; Sony PlayStation VR ; HTC Vive ; Oculus Rift ; Samsung Gear VR ; Bonus: Google Daydream View ; VR and Beyond!.  ISBN 9781540532220.  Virtuālā realitāte. ☐</p>	004