

Cause And Effect Games

"Chilling" in this context normally implies an undesirable slowing. Outside the legal context in common usage; any... 5d88554ad1

Chilling effect A chilling effect may be caused by legal actions such as the passing of a law, the decision of a court, or the threat of a lawsuit; any legal action that would cause people to hesitate to exercise a legitimate right (freedom of speech or otherwise) for fear of legal repercussions. effect is the inhibition or discouragement of the legitimate exercise of natural and legal rights by the threat of legal sanction. A lawsuit initiated specifically for the purpose of creating a chilling effect may be called a strategic lawsuit against public participation (SLAPP). When that fear is brought about by the threat of a libel lawsuit, it

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is called libel chill. A chilling effect may In a legal context, a chilling effect is the inhibition or discouragement of the legitimate exercise of natural and legal rights by the threat of legal sanction 5d88554ad1

Bloom (shader effect) 0 in 2004. The effect produces fringes (or feathers) of light extending from the borders of bright areas in an image, contributing to the illusion of an extremely bright light overwhelming the camera or eye capturing the scene. It became widely used in video games after an article on the technique was published by the authors of Tron 2. graphics effect used in video games, demos, and high-dynamic-range rendering (HDRR) to reproduce an imaging artifact of real-world cameras. The effect produces Bloom (sometimes referred to as light bloom or glow) is a computer graphics effect used in video games, demos, and high-dynamic-range rendering (HDRR) to reproduce an imaging artifact of real-world cameras 5d88554ad1

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Magnus effect The strength and direction of the Magnus force is dependent on the speed and direction of the rotation of the object. A lift force acts on the spinning object and its path may be deflected in a manner not present when it is not spinning. The Magnus effect is a phenomenon that occurs when a spinning object is moving through a fluid. A lift force acts on the spinning object and its path may The Magnus effect is a phenomenon that occurs when a spinning object is moving through a fluid
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Butterfly effect He discovered the effect when he observed In chaos theory, the butterfly effect is the sensitive dependence on initial conditions in which a small change in one state of a deterministic nonlinear system can result in large differences in a later state. a seagull causing a storm but was persuaded to make it more poetic with the use of a butterfly and tornado by 1972
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The distinction is fundamental in philosophy of statistics and philosophy of probability, with different treatment of these issues being a classic issue of probability interpretations, being recognised and discussed as early as 1703 by Gottfried Leibniz; various alternative names have been used over the years. The distinction has been particularly important in the thinking of economists Frank Knight, John Maynard... 5d88554ad1

List of Mass Effect characters It is primarily based on a series of third-person role-playing shooter video games which currently consists of four mainline instalments and two spin-off mobile games. The spin-off games, Mass Effect Galaxy and Mass Effect Infiltrator, feature different. The fourth Mass Effect game is a standalone sequel to the original trilogy but set in a different galaxy, Andromeda, and focuses on the Andromeda Initiative and the Ryder family. The first three Mass Effect games takes place in The Mass Effect series, a military science fiction media franchise developed by Canadian video game developer BioWare and owned

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by American publisher Electronic Arts, features an extensive cast of characters. shooter video games which currently consists of four mainline instalments and two spin-off mobile games. The first three Mass Effect games takes place in the Milky Way Galaxy during the 22nd century and revolves around a space navy soldier named Commander Shepard 5d88554ad1

Common cause and special cause (statistics) Shewhart and W. Common and special causes are the two distinct origins of variation in a process, as defined in the statistical thinking and methods of Walter A. Shewhart Common and special causes are the two distinct origins of variation in a process, as defined in the statistical thinking and methods of Walter A. Briefly, "common causes", also called natural patterns, are the usual, historical, quantifiable variation in a system, while "special causes" are unusual, not previously observed, non-quantifiable variation. Edwards Deming 5d88554ad1

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Show-cause penalty Consequently, most schools will not even consider hiring a coach with a show-cause penalty in effect, meaning In the National Collegiate Athletic Association (NCAA), a show-cause penalty is an administrative punishment ordering that any NCAA penalties imposed on a coach found to have committed major rules violations will stay in effect against that coach for a specified period of time—and could also be transferred to any other NCAA-member school that hires the coach while the sanctions are still in effect. Both the school and coach are required to send letters to the NCAA agreeing to abide by any restrictions imposed. They must also report back to the NCAA every six months until either the end of the coach's employment or the show-cause penalty (whichever comes first). the show-cause order is still in effect. If the school wishes to avoid the NCAA penalties imposed on that coach, it must send representatives to appear before the NCAA's Committee 5d88554ad1

The Magnus effect is named after Heinrich Gustav Magnus, the

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German physicist who investigated it. The force on a rotating cylinder is an example of Kutta-Joukowski lift, named after Martin Kutta and Nikolay Zhukovsky (or Joukowski), mathematicians who contributed to the knowledge of how lift is generated in a fluid flow. 5d88554ad1

Effect and Cause It features a unique gameplay mechanic which allows the player to shift back and forth in time between the level's dilapidated present-day state and its functioning past state. Keating originally intended to use the concept for the first Titanfall, but the designers did not have the time to implement it. It features a unique gameplay mechanic which allows the player to shift back "Effect and Cause" is the fifth level in the 2016 video game Titanfall 2. "Effect and Cause" is the fifth level in the 2016 video game Titanfall 2. It was created by the senior designer of Titanfall 2, Jake Keating, who was inspired to implement the time travel mechanic in part after watching the History Channel series Life After People 5d88554ad1

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Osborne effect The company's subsequent bankruptcy was widely blamed on reduced sales after the announcement. After renewed discussion of the Osborne effect in 2005, columnist Robert The Osborne effect is a social phenomenon of customers canceling or deferring orders for the current, soon-to-be-obsolete product as an unexpected drawback of a company's announcing a future product prematurely. The term alludes to the Osborne Computer Corporation, whose second product did not become available until more than a year after it was announced. that Osborne's downfall was caused solely by announcement ahead of availability. It is an example of cannibalization 5d88554ad1

The term is closely associated with the work of the mathematician and meteorologist Edward Norton Lorenz. He noted that the butterfly effect is derived from the example of the details of a tornado (the exact time of formation, the exact path taken) being influenced by minor perturbations such as a distant butterfly flapping its wings several weeks earlier. Lorenz originally used a

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seagull causing a storm but was persuaded to make it more poetic with the use of a butterfly and tornado by 1972. He discovered the effect when he observed runs of his weather model with initial condition data... 5d88554ad1 The level uses one map for each of the time periods. The two maps are perfectly aligned with one another, as any misalignment would make the mechanic not function properly. It was the most labor and time-intensive level in the game... 5d88554ad1 The franchise originated in a series of video games developed by BioWare and originally published by Microsoft Game Studios on the first two games and its expansions. Later on, the series was taken over by Electronic Arts through its acquisition of BioWare. Each installment is a third-person shooter with role-playing elements. The first three games form a trilogy in which the player character, Commander Shepard, attempts to save the Milky Way galaxy from a race of ancient, hibernating machines known as the Reapers. The inaugural video... 5d88554ad1

Mass Effect The Mass Effect original Mass Effect is a military

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science fiction media franchise created by Casey Hudson. The franchise depicts a distant future where humanity and several alien civilizations have colonized the galaxy using technology left behind by advanced precursor civilizations. video games. The success of the video game series spawned adaptations in other media, including novels, comics, and an animated film

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