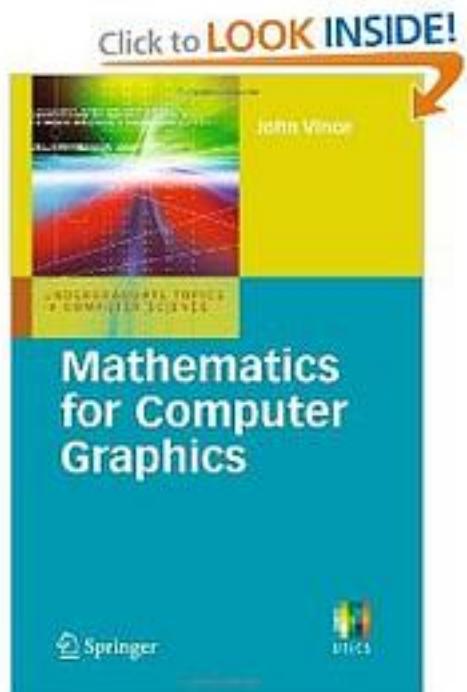


Mathematics for Computer Graphics(3rd Edition)



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著者:John A. Vince

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Review

From the reviews of the third edition:

“Slim volume could be a computer graphics student’s (and professor’s) next best friend. … the style of writing is crisp and the approach is practical. Although the theory is light, rigorous detailed derivations on each topic, sometimes from more than one approaches are plentiful and characterize the author’s approach throughout the entire book. It is surprising to find really practical mathematics packaged in fewer than

300 pages. For those studying or teaching computer graphics, this book will be a valuable companion to have on hand.” (Anthony J. Duben, ACM Computing Reviews, September, 2010)

Product Description

John Vince explains a wide range of mathematical techniques and problem-solving strategies associated with computer games, computer animation, virtual reality, CAD, and other areas of computer graphics.

Covering all the mathematical techniques required to resolve geometric problems and design computer programs for computer graphic applications, each chapter explores a specific mathematical topic prior to moving forward into the more advanced areas of matrix transforms, 3D curves and surface patches. Problem-solving techniques using vector analysis and geometric algebra are also discussed.

All the key areas are covered including: Numbers, Algebra, Trigonometry, Coordinate geometry, Transforms, Vectors, Curves and surfaces, Barycentric coordinates, Analytic geometry.

Plus – and unusually in a student textbook – a chapter on geometric algebra is included.

作者介绍:

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