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aspects, computer graphics deals with analytic geometry. Linear algebra (vector, matrix) is the most common tools. There are somewhat strange things though, such as using unit quaternion to represent 3D rotations. In addition, to deal with curve and surface, differential geometry is involved. What are some math prerequisites for computer graphics ... Computer graphics uses quite an array of mathematics. From a general point of view, an observer would see all Projective Geometry, sometimes Affine geometry. The actual computation consists of a lot of linear algebra. Then there are high speed matrix routines. Specific algorithms and

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 Unfortunately these math applications aren't tackled in this book. So, don't expect to find computer graphics in this book, as we understand it today. This is still a 1989 book. If the title was just "Computer Graphics: An Introduction to the Mathematics and Geometry", as in its first edition, it was more related to its content. Amazon.com: Customer reviews: Mathematics for Computer ... John Vince will show you how to understand many of the mathematical ideas used in computer animation, virtual reality, CAD, and other areas of computer graphics. In thirteen chapters you will rediscover - and

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Eric Lengyel is a veteran of the computer games industry with over 18 years of experience writing game engines. He has a PhD in Computer Science from the University of California at Davis and

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