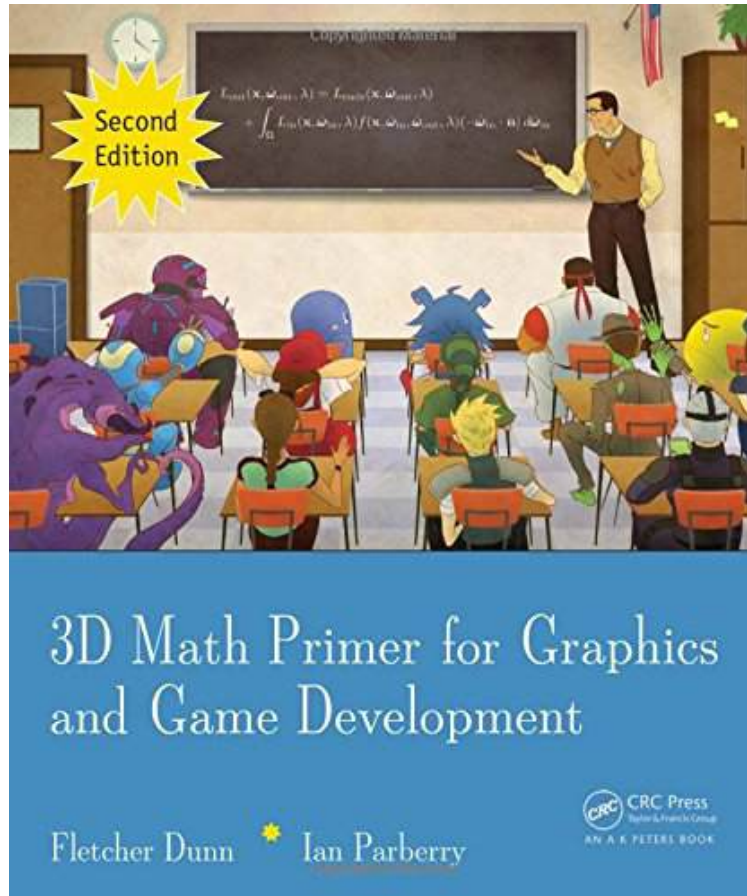


# 3D Math Primer for Graphics and Game Development, 2nd Edition

By Fletcher Dunn, Ian Parberry



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presents the essential mathematics needed to describe simulate and render a 3D world Reflecting both academic and in the trenches practical experience the authors teach you how to describe objects and their positions orientations and trajectories in 3D using mathematics The text provides an introduction to mathematics for game designers including the fundamentals of coordinate spaces vectors and matrices It also covers orientation in thre With solid theory and references along with practical advice borne from decades of experience all presented in an informal and demystifying style Dunn Parberry provide an accessible and useful approach to the key mathematical operations needed in 3D com

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