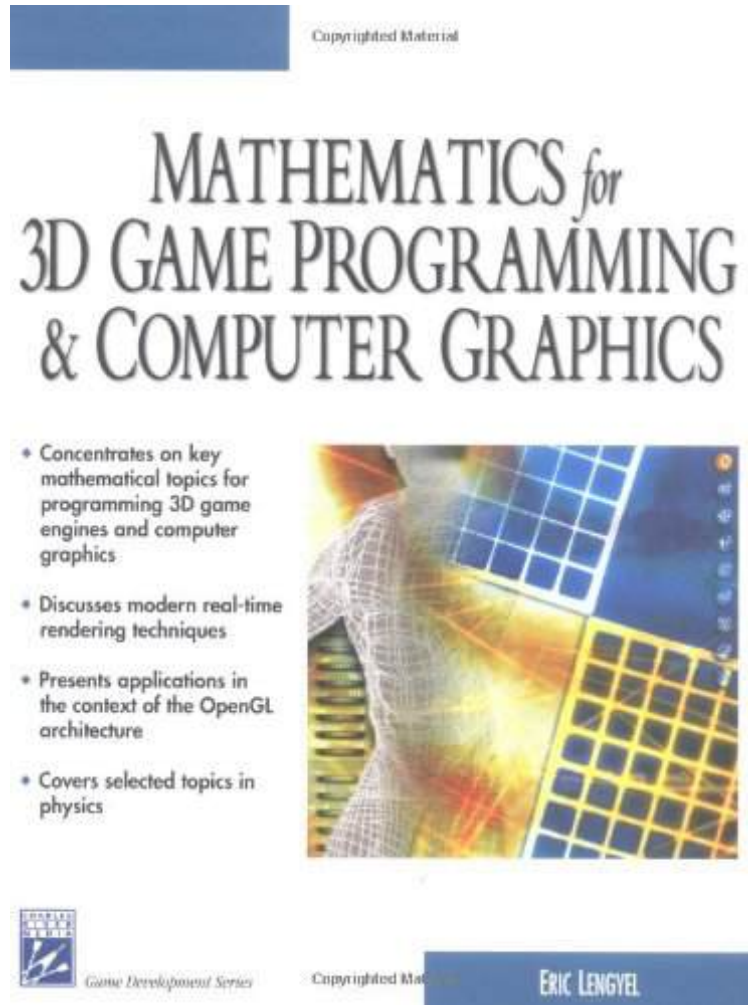


Mathematics for 3D Game Programming & Computer Graphics (Charles River Media Game Development)

By Eric Lengyel



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2 of 2 review helpful Great book for anyone feeling lost in 3D programming By Customer I have to be honest until I found this book I was quite lost on how it all worked with regards to 3D graphics programming I knew a few things about how computer graphics worked but once I started wanting to do more than just draw a line or a circle I found myself painstakingly searching on Google for tutorials and college lecture This resource illustrates the mathematics that a game programmer would need to develop a professional quality 3D engine The book starts at a fairly basic level in each of several areas such as vector geometry modern algebra and physics and then progresses to somewhat more advanced topics Particular attention is given to derivations of key results ensuring that the reader is not forced to endure gaps in the theory The book discusses applications in the context of About the Author Eric Lengyel is a Senior Software Engineer at the 3DO Company in Redwood City CA He holds an MS in Mathematics from Virginia Tech and has written several articles for industry periodicals including gamasutra com He is also the area editor in

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