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Altri autori (Persone)	ParberryIan
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Nota di contenuto	Front Cover; Dedication; Contents; Acknowledgments; Introduction; 1. Cartesian Coordinate Systems; 2. Vectors; 3. Multiple Coordinate Spaces; 4. Introduction to Matrices; 5. Matrices and Linear Transformations; 6. More on Matrices; 7. Polar Coordinate Systems; 8. Rotation in Three Dimensions; 9. Geometric Primitives; 10. Mathematical Topics from 3D Graphics; 11. Mechanics 1: Linear Kinematics and Calculus; 12. Mechanics 2: Linear and Rotational Dynamics; 13. Curves in 3D; 14. Afterword; A. Geometric Tests; B. Answers to the Exercises; Bibliography
Sommario/riassunto	This book presents the essential math needed to describe, simulate, and render a 3D world. It provides an introduction to mathematics for game designers, including fundamentals of coordinate spaces, vectors, and matrices, orientation in three dimensions, introduction to calculus and dynamics, graphics, and parametric curves--