

1. Record Nr.	UNINA9910811774903321
Autore	Dunn Fletcher
Titolo	3D math primer for graphics and game development // Fletcher Dunn, Ian Parberry
Pubbl/distr/stampa	Boca Raton, Fla. : , : CRC Press, , 2011
ISBN	1-4987-5989-0 0-429-19092-1 1-4398-6981-2
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (830 p.)
Classificazione	COM012040
Altri autori (Persone)	ParberryIan
Disciplina	006.6
Soggetti	Computer graphics Video games - Programming Computer science - Mathematics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	An A.K. Peters book.
Nota di bibliografia	Includes bibliographical references.
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--