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Mathematics for 3D Game Programming and Computer Graphics, Third Edition By Eric Lengyel Publisher and General Manager, Course Technology PTR: Stacy L. Hiquet Associate Director of Marketing: Sarah Panella Manager of Editorial Services: Heather Talbot Marketing Manager: Jordan Castellani Senior Acquisitions Editor: Emi Smith Cover Designer:

Mathematics for and Computer Graphics

Coverage is intentionally limited to practical aspects of computer algorithms and programming techniques for specifying and generating motion for graphical objects in 3D computer animation, with no discussion of theory, aesthetics, or production." --Reference and Research Book News, February 2013--This text refers to the hardcover edition.

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3D Computer Graphics (3rd Edition) (□□)

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