



# Essential Mathematics for Computer Graphics Fast

By John Vince

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## Essential Mathematics for Computer Graphics Fast By John Vince

Baffled by maths? Then don't give up hope.

John Vince will show you how to understand many of the mathematical ideas used in computer animation, virtual reality, CAD, and other areas of computer graphics.

In ten chapters you will rediscover - and hopefully discover for the first time a new way of understanding - the mathematical techniques required to solve problems and design computer programs for computer graphic applications. Each chapter explores a specific mathematical topic and takes you forward into more advanced areas until you are able to understand 3D curves and surface patches, and solve problems using vectors.

After reading the book, you should be able to refer to more challenging books with confidence and develop a greater insight into the design of computer graphics software.

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## Essential Mathematics for Computer Graphics Fast By John Vince Bibliography

- Sales Rank: #2903987 in Books
- Color: Purple
- Brand: Brand: Springer
- Published on: 2001-10-16
- Original language: English
- Number of items: 1
- Dimensions: 9.29" h x .63" w x 6.22" l, .92 pounds
- Binding: Paperback
- 228 pages

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