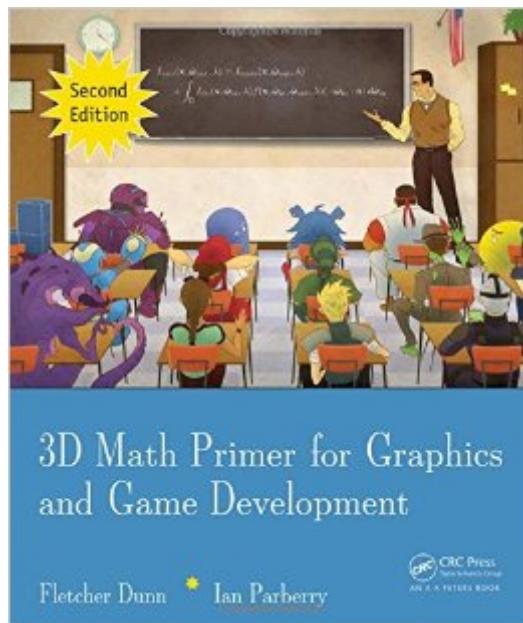


The book was found

3D Math Primer For Graphics And Game Development, 2nd Edition



Synopsis

This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

Book Information

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Customer Reviews

This book is the single best introduction to 3D math I've ever read. Written by a developer from Valve (notice how the graphical style of the cover is similar to Team Fortress 2?), there are two big reasons I think this is the best book for people who are just starting to learn about 3D math as it's used in video games, as well as old hands who are looking for a fresh perspective on the material.¹ It's a very easy read. They clearly spent painstaking hours making sure the book was as easily accessible as possible. They start with a one-dimensional number line and grow from there, to 3D, to points, to matrices, and to polygons and beyond. The buildup is as gradual as can be, and their informal writing style helps them as they present topics in multiple ways, making it even easier to understand what they're talking about.² Perhaps even more importantly, everything they teach is grounded in practical use. My problem with, say, Eric Lengyel's book as a starting point is that Lengyel's book gives the formulas, but does not really explain why these topics are useful in

graphics. That makes his book great for a reference for a professional, but impractical for a beginner. This book, on the other hand, uses words and illustrations to show exactly why you are learning what you are learning. The writers understand that once you grasp the underlying concepts of 3D math, the formulas will be intuitive to the point that you could even deduce them on your own if you didn't know them. That's the level of understanding a game programmer needs (just ask the guy from Valve!) and that's what this book is aiming for. If you are looking for an intro to the topic of 3D math, I just don't know how any book could top this one.

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