Mathematics for Computer Graphics Applications

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This completely revised Second Edition of "Computer Graphics" includes valuable information on major organizational changes within the last few years. This edition brings to the fore the basic mathematical tools of computer graphics, including vectors, matrices, and transformations. Additionally, it provides a strong, comprehensive base in exploring math, computer science, physics, engineering, and in special subjects such as algebraic and computational geometry, geometric modeling, and CAD/CAM. A highly diversified book that can be utilized as a primary textbook, supplemental teaching resource, individual tutorial, or key reference text.

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