



Essential Mathematics for Games and Interactive Applications: A Programmer's Guide (Morgan Kaufmann Series in Interactive 3D Technology)

James M. Van Verth, Lars M. Bishop

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"Even though I've worked with these systems for years, I found new ways of looking at several topics that make them easier to remember and use. For someone new to 3D programming, it is extremely useful-it gives them a solid background in pretty much every area they need to understand." -Peter Lipson, Toys for Bob, Inc.

Based on the authors' popular tutorials at the Game Developers Conference, **Essential Mathematics for Games and Interactive Applications** presents the core mathematics necessary for sophisticated 3D graphics and interactive physical simulations. The book begins with linear algebra and matrix manipulation and expands on this foundation to cover such topics as texture filtering, interpolation, animation, and basic game physics. **Essential Mathematics** focuses on the issues of 3D game development important to programmers and includes optimization guidance throughout.

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