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## **3D Math Primer for Graphics and Game Development, 2nd Edition 2nd edition by Dunn, Fletcher, Parberry, Ian (2011) Hardcover**

*Fletcher Dunn (Author) Ian Parberry (Author)*  
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**Fletcher Dunn (Author) Ian Parberry (Author) : 3D Math Primer for Graphics and Game Development, 2nd Edition 2nd edition by Dunn, Fletcher, Parberry, Ian (2011) Hardcover** before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Math Primer for Graphics and Game Development, 2nd Edition 2nd edition by Dunn, Fletcher, Parberry, Ian (2011) Hardcover:

5 of 5 people found the following review helpful. A Delightful Math Book!!By L. FigueroaI can't add more praise or insight than the other reviewers that rated this books highly. This is a great book to learn the mathematics required for 3D game programming. The concepts are developed in a logical and clear manner with many examples to assist you in building the required cognitive models to move from the math in 2D to 3D. This feature alone would have me recommend the book but for a book to have so many delightful comments (many in the footnotes) that had me laughing out loud was an added plus. Yes. The math was actually enjoyable. This books makes learning a difficult subject very enjoyable. Check out the writing by previewing the beginning of the book. The authors deserve some type of award for the effort they made in creating text, examples, and illustrations that actually served to teach these concepts in such a clear and enjoyable manner!0 of 0 people found the following review helpful. Best math book for game programmingBy Doug warnerpros: explains the math needed for game programming in an intuitive straightforward manner. first vectors, Matrices, Euler angles, and even quaternions. They also show the pros and cons of using which mathematical technicon: sometimes they don't explain things well enough while other times they over

explains things that seem obvious. the first three chapters of the book talks to you as if you have never taken math before. then when they come to explaining projections on to one vector on to another in chapter 5 they explains it as if I knew math very well. But, that was not a big deal, I just review my old algebra text books and went to YouTube for a better explanation. I still gave it a 5 stars despite the cons because I have never seen another book for programming with math that was better than this one. 0 of 0 people found the following review helpful. Clear, well written and effective

By Alan C. Bryant

When I was younger I could not image how I would ever use trig and so I did not focus on it much. As a game developer it is something I use every single day and with the constant use my weakness in this area has been a hurdle. This book has helped a great deal in shoring up this weakness and having a greater understanding of the math needed to be an effective game developer. The concepts are clearly explained and the writer has a nice conversational style that does not become too chatty. He quickly moves to the meat of the subject and each concept builds on the previous for greater understanding. The book was not nearly as tedious as I feared it would be and I actually found my self becoming absorbed in the material. This book is exactly what it claims to be; a primer in 3D math. It is not a all encompassing reference but does a good job explaining and building on the basics. Exactly what I needed.