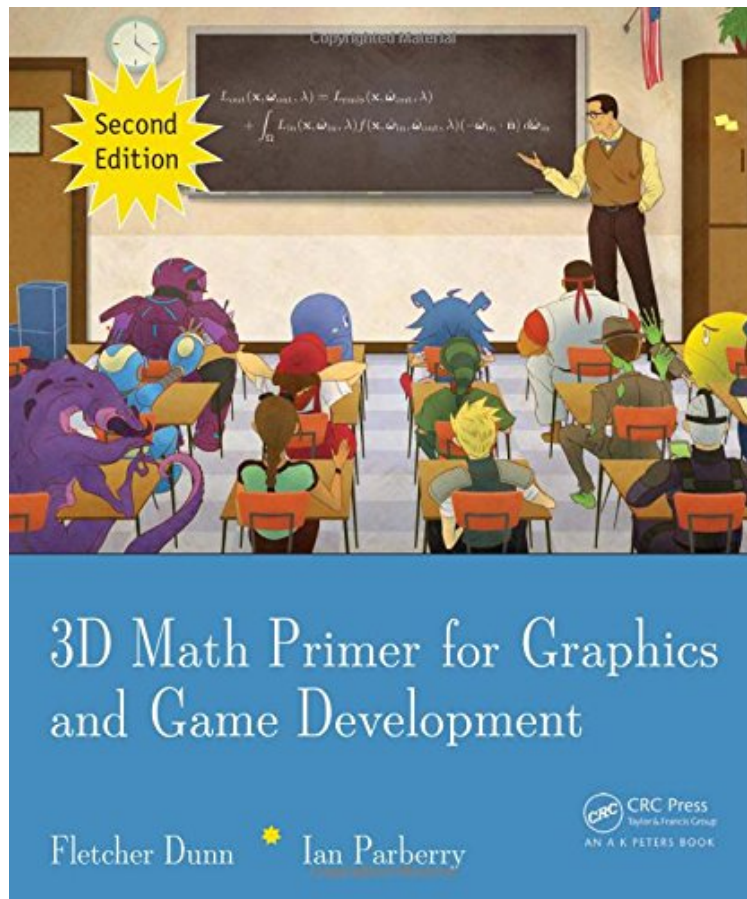


3D Math Primer for Graphics and Game Development, 2nd Edition

Fletcher Dunn, Ian Parberry

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Fletcher Dunn, Ian Parberry : 3D Math Primer for Graphics and Game Development, 2nd Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised 3D Math Primer for Graphics and Game Development, 2nd Edition:

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 technique: 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.

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.

"With solid theory and references, along with practical advice borne from decades of experience, all presented in an informal and demystifying style, Dunn Parberry provide an accessible and useful approach to the key mathematical operations needed in 3D computer graphics." Eric Haines, author of Real-Time Rendering

"The book describes the mathematics involved in game development in a very clear and easy to understand way, layered on the practical background of years of game engine programming experience." Wolfgang Engel, editor of GPU Pro

About the Author

Fletcher Dunn has been programming video games professionally since 1996. He served as principle programmer at Terminal Reality in Dallas, where he was one of the architects of the Infernal engine and lead programmer on BloodRayne. He was a technical director for the Walt Disney Company at Wideload Games in Chicago, where he was the lead programmer for Disney Guilty Party, which won IGN's Family Game of the Year at E3 2010. He is currently a developer at Valve Software in Bellevue, Washington. Ian Parberry is a professor in the Department of Computer Science and Engineering at the University of North Texas. Dr. Parberry has more than a quarter century of experience in research and teaching and is nationally known as one of the pioneers of game programming in higher education.