Matrix transforms for computer games and animation

Vince, John, author

Deskripsi Lengkap: https://lib.ui.ac.id/detail?id=20407637&lokasi=lokal

----

Abstrak

Although it is assumed that the reader is familiar with everyday algebra and the solution of simultaneous linear equations, Matrix transforms for computer games and animation does not expect any prior knowledge of matrix notation. It includes chapters on matrix notation, determinants, matrices, 2D transforms, 3D transforms and quaternions, and includes many worked examples to illustrate their practical use.