



Mathematics for 3D Game Programming and Computer Graphics, Second Edition

By Eric Lengyel



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This completely updated second edition illustrates the mathematical concepts that a game programmer would need to develop a professional-quality 3D engine. Although the book is geared toward applications in game development, many of the topics appeal to general interests in 3D graphics. It starts at a fairly basic level in areas such as vector geometry and linear algebra, and then progresses to more advanced topics in 3D game programming such as illumination and visibility determination. Particular attention is given to derivations of key results, ensuring that the reader is not forced to endure gaps in the theory. The book assumes a working knowledge of trigonometry and calculus, but also includes sections that review the important tools used from these disciplines, such as trigonometric identities, differential equations, and Taylor series.

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About the Author

Eric Lengyel is a veteran of the computer games industry with over 16 years of experience writing game engines. He has a PhD in Computer Science from the University of California at Davis and an MS in Mathematics from Virginia Tech. Eric is the founder of Terathon Software, where he currently leads ongoing development of the C4 Engine.

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