



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

By Fletcher Dunn, Ian Parberry



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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.

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Editorial Review

Review

"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.

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