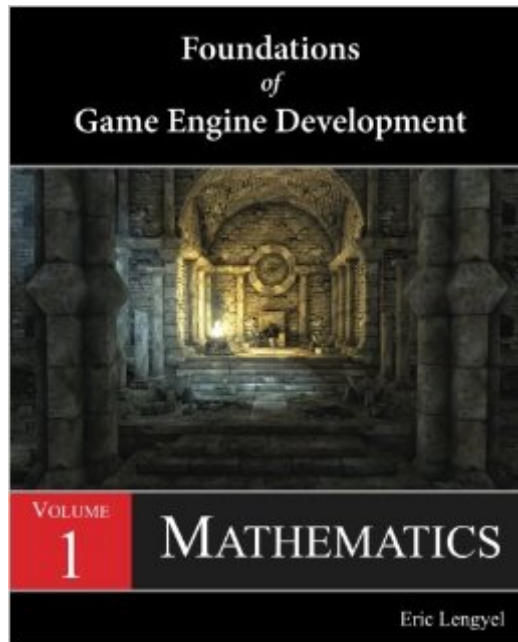


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Foundations Of Game Engine Development, Volume 1: Mathematics



Synopsis

The first volume of Foundations of Game Engine Development discusses the mathematics needed by engineers who work on games or other types of virtual simulations. The book begins with conventional treatments of topics such as linear algebra, transforms, and geometry. Then, it introduces Grassmann algebra and geometric algebra to provide a much deeper understanding of the subject matter and highlight the places where traditional arithmetic with vectors, matrices, quaternions, etc., isn't quite correct. Includes exercises.

Chapter 1: Vectors and Matrices

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1.2 Basic Vector Operations

1.2.1 Magnitude and Scalar Multiplication

1.2.2 Addition and Subtraction

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1.4 Basic Matrix Operations

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1.4.2 Matrix Multiplication

1.5 Vector Multiplication

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1.5.2 Cross Product

1.5.3 Scalar Triple Product

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1.7 Matrix Inversion

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3.4.1 Implicit Planes

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4.3 Matrix Inverses

4.4 Geometric Algebra

4.4.1 Geometric Product

4.4.2 Vector Division

4.4.3 Rotors

4.5 Conclusion

Book Information

Series: Foundations of Game Engine Development

Paperback: 200 pages

Publisher: Terathon Software LLC; 1 edition (September 11, 2016)

Language: English

ISBN-10: 0985811749

ISBN-13: 978-0985811747

Product Dimensions: 7.5 x 0.5 x 9.2 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars See all reviews (1 customer review)

Best Sellers Rank: #15,374 in Books (See Top 100 in Books) #29 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development

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