

Foundations of 3D Computer Graphics (The MIT Press) By Steven J. Gortler Here are my pros and cons to this text: Pros: I hadn't done linear algebra in almost 15 years! so the first couple chapters were good to help review the material needed as a foundation to 0262017350 This is one of the best book in CG I have read. 0262017350 Destined to be a classic in the field Foundations of 3D Computer Graphics deals with an extremely broad and important chunk of computer graphics and offers excellent coverage of these areas. It provides specific examples of the described techniques and it is built on the solid mathematical underpinnings that are essential to understanding the foundations and subtleties of the topics. —Julie Dorsey Professor of Computer Science Yale University Foundations of 3D Computer Graphics (The MIT Press) I Not a bad book but I'd recommend getting Mathematics for 3D Game Programming and Computer Graphics over this book.

I purchased this textbook as a required text for a class on 3D graphics: To have an understanding the Bible in theory is Foley with no one in second place and maybe in third place Watt. For course text book for first undergraduate course or first graduate course in CG 0262017350 I had great expectations with this Book from MIT. Since those books explain in a much simple and easy to understand practical approach with samples, This book is just about Math theory which is good to had and know but it is 0262017350 Clear concise structured and easy to follow. Excellent treatment of coordinate systems and translations between them, Cameras lighting texture mapping all perfect and easily digested explanations, I've read a few books on introductory level 3D computer graphics 0262017350 Used this as a course book in Computer Graphics: It tries to strike a balance between understandable and thorough but misses the mark on both ends: It's a usable if a little disappointing because of that reason: The theory is connected to the OpenGL API in a consistent and organized fashion. This work is appropriate as a stand alone textbook for a course in computer graphics or as a reliable and wide ranging guide for those developing applications: It goes over the basics thoroughly and covers advanced material than this book 0262017350 This book is thin and is indeed oriented with foundations, The source code is all in 'C' and I am a Java programmer first and foremost: Beyond this 'foundations' book you probably would need to gain knowledge of a 0262017350 this was a gift he loved it. I have many CG books. I would suggest reading any DirectX book. I like that it is not inflated with junk. 0262017350

