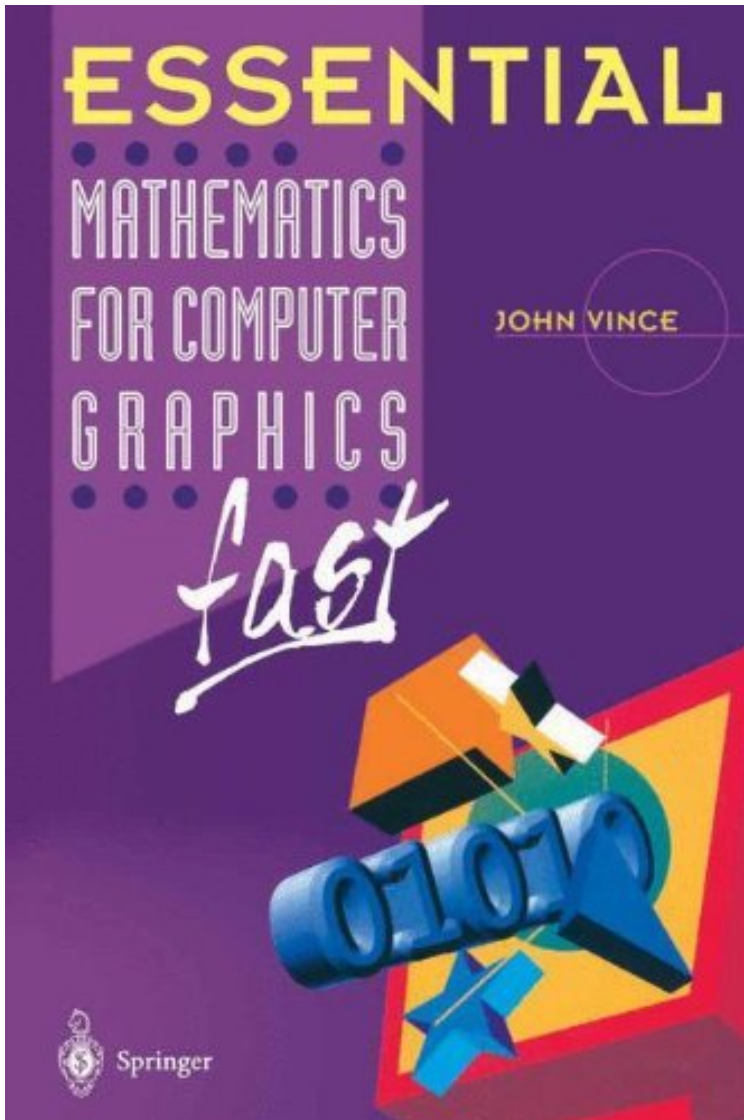


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Description :

Prsentation de l'diteurThis is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works in the series (Essential Computer Animation fast and Essential Virtual Reality fast) and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.Prsentation de l'diteurThis is a concise and informal introductory book on the

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