



# Mathematics for 3D Game Programming & Computer Graphics (Charles River Media Game Development)

By Eric Lengyel

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#### **About the Author**

Eric Lengyel is a Senior Software Engineer at the 3DO Company in Redwood City, CA. He holds an MS in Mathematics from Virginia Tech and has written several articles for industry periodicals including gamasutra.com. He is also the area editor in geometry management for Game Programming Gems 2.

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