



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

By Eric Lengyel

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### **Editorial Review**

#### **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](http://gamasutra.com). He is also the area editor in geometry management for Game Programming Gems 2.

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