Geometric Algebra: An Algebraic System for Computer Games and Animation

John A. Vince

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Geometric algebra is still treated as an obscure branch of algebra and most books have been written by competent mathematicians in a very abstract style. This restricts the readership of such books especially by programmers working in computer graphics, who simply want guidance on algorithm design. Geometric algebra provides a unified algebraic system for solving a wide variety of geometric problems. John Vince reveals the beauty of this algebraic framework and communicates to the reader new and unusual mathematical concepts using colour illustrations, tabulations, and easy-to-follow algebraic proofs. The book includes many worked examples to show how the algebra works in practice and is essential reading for anyone involved in designing 3D geometric algorithms.

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