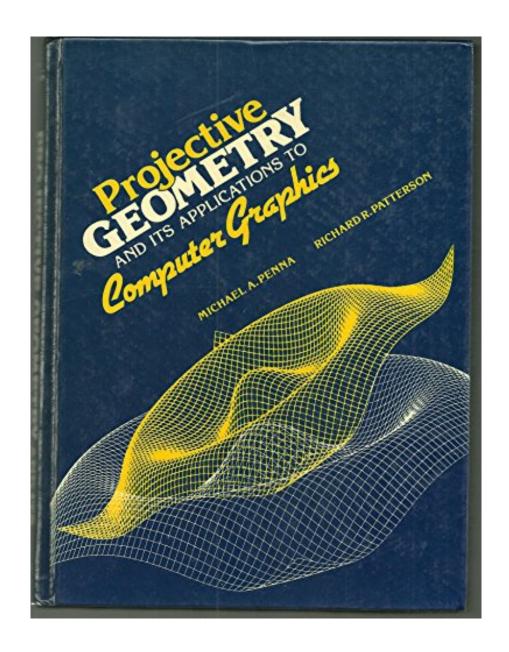


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Good introduction to the subject

By Reader

This is the only elementary, yet not too cursory, introduction to the subject that I have seen. It begins at the level of a lower-division college math student. It is too bad that the publisher let it go out of print. In view of the many other books on the subject of computer graphics and computer vision, there would be many needing this book. It treats more carefully the math that some other books gloss over.

My criticism so far is a minor one of style. The author writes things like, "The line I passing through the point A[4, 4, 1] and B[-2, 0, 2]." That is, he introduces a variable name (A or B) along with the value of the variable, by juxtaposition. This used to be done in high-school level books, but it conflicts with other uses of juxtaposition and so seems slightly nonsensical. I am used to the more accepted style using an equals sign: "The line I passing through the point A = [4, 4, 1] and B = [-2, 0, 2]." However, this is a minor criticism.

Postscript: Since I wrote this, I have become aware of other textbooks on the mathematics of computer graphics and computer vision, some recently published. I recommend \_Applied Geometry for Computer Graphics and CAD\_ by Duncan Marsh.

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