

Mathematics for Computer Graphics 2009-AAU

Lecture 1, September 4th

Welcome to the course “Mathematics for Computer Graphics”. We will follow the book: [VB] James M. van Verth, Lars M. Bishop “Essential Mathematics for Games and Interactive Applications - A Programmer’s Guide”, Second Edition, Elsevier, 2008. ISBN: 978-0-12-374297-1

Kamal Nasrollahi (kn@cvmtdk) will be the teaching assistant for this course. He and I will be helping you solving the exercises.

You may find the information about the course, lecture sheets, exercises, etc in the course’s webpage (<http://people.math.aau.dk/~diego/MCG2009.html>) and in Moodle. Since the book has a limited collection of exercises we will also use a collection of exercises prepared by Olav Geil [OG-Opg].

1st Lecture: Friday September 4th, 8:15-12:00 at room A4-108.

- 8:15-9:30 Lecture: Vectors and dot product (pages 35-49).
- 9:30-11:15 Work in groups. Exercises: 1,2,7,10,8,4,11,3,6,5 from [OG-Opg].
- 11:15-12:00 Lecture: Dot product, Gram-Schmidt orthogonalization (pages 50-52).

Best regards,

Diego Ruano