Curriculum for
Mathematics for Computer Graphics 2009
Aalborg University

From: 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.

- Whole chapter 2 (excepting page 83, line -8 to page 84, line -14)

- Whole chapter 3 (excepting page 128, line -11 to page 130, line -11)

- Whole chapter 4 (excepting page 158, line 10 to page 171, line -1)

- Whole chapter 5 (excepting page 199, line -5 to page 202, line 7)

- From chapter 10: page 431, line 1 to page 448, line 11 + page 452, line 11 to page 454 line, -1 + page 458, line 6 to page 468, line -21.

(line -x means line x counting from the bottom of the page)