Schedule for
Mathematics for Computer Graphics 2009
Aalborg University

We will go through the following material from 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.

- Lecture 1: Page 35, line 1 to page 52, line -1

- Lecture 2: Page 53, line 1 to page 72, line 4

- Lecture 3: Page 72, line 5 to page 86, line -1

- Lecture 4: Page 87, line 1 to page 103, line 8

- Lecture 5: Page 103, line 8 to page 117, line -13

- Lecture 6: Page 117, line -13 to page 128, line 12

- Lecture 7: Page 133, line 1 to page 145, line -4 + Apendix A from CD

- Lecture 8: Page 145, line -4 to page 150, line 2

- Lecture 9: Page 150, line 3 to page 158, line 10 + page 173, line 1 to page 181, line 2

- Lecture 10: Page 181, line 3 to page 192, line -1

- Lecture 11: Page 193, line 1 to page 199, line -6

- Lecture 12: Page 431, line 1 to page 444, line 9

- Lecture 13: Page 444, line 10 to page 448, line 11 + page 452, line 10 to page 454, line -1

- Lecture 14: Page 458, line 6 to page 468, line -21

- Lecture 15: Repetion + questions

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