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Rogers himself is a figure in computer graphics history, having penned *Mathematical Elements for Computer Graphics* and *Procedural Elements for Computer Graphics*. In *An Introduction to NURBS*, he takes us on a mathematical journey that introduces the concept and details of non-uniform rational B-splines, while simultaneously shedding light on the mathematical wizards that make NURBS possible.



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This old book is a very good programming language-independent guide to the mathematics necessary for the implementation of computer graphics. I still consult my copy regularly even now, 14 years after I first purchased it. Chapter one, on computer graphics basics in general, talks about very old hardware technology, and can largely be skipped.

## Mathematical Elements for Computer Graphics (2nd Edition ...

Procedural elements for computer graphics  
Material Type Book  
Language English  
Title Procedural elements for computer graphics  
Author(S) David F. Rogers (Author)  
Publication Data New York: McGraw-

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Hill Book Company Publication€ Date  
1985 Edition NA Physical Description  
xiii, 433 p. : ill. ; 23 cm. Subject  
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Title Mathematical elements for computer graphics  
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Publication Data  
New York: McGraw-Hill Publishing Company  
Publication€ Date 1990  
Edition € 2nd ed.  
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xix, 611 p. : ill. ; 24 cm ...

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David F. Rogers and J. Alan Adams, Mathematical Elements for Computer Graphics, Second edition, McGraw-Hill, New York, 1990, Chapter 3. The 3D synthetic camera model The synthetic camera model involves two components, specified independently: objects (a.k.a. geometry) !

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David F. Rogers and J. Alan Adams,  
Mathematical Elements for Computer  
Graphics, Second edition, McGraw-  
Hill, New York, 1990, Chapter 3. 3D  
Geometry Pipeline. Projections  
Projections transform points in  $n$ -  
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we map points from 3-space to the  
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