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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.

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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-Hill Book Company Publication € Date 1985 Edition NA Physical Description xiii, 433 p. : ill. ; 23 cm. Subject Computer Subject Headings Computer ...

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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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