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How important do you think it is to learn calculus for game programming? Which math fields Someone working on rendering features or optimizations for 3D

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Eric Lengyel is the author of Mathematics for 3D Game Programming and Computer Graphics help out and invite Eric to Goodreads.

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Eric Lengyel is a computer game engine developer Mathematics for 3D Game Programming and Computer Graphics Edition (2007), Sony Computer

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Eric Lengyel (pronounced LENG author of the book Mathematics for 3D Game Programming & Computer 3D Game Programming & Computer Graphics, Third Edition

### **Math used in 3d ( game) engine programming -**

I'd like to get an idea what kind of math is typically necessary for 3D game engine programming? Any specific math (such as vector geometry) or calculation algorithms

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