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Computer graphics requires more math than is covered here. The purpose of these notes is to expand on the mathematical appendix included with most graphics books, not to teach the mathematical material in the main text of those books.

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Data London: Prentice Hall Publication € Date 1998 Edition NA Physical Description XIV, 329p Subject Computer Subject Headings Computer graphics ISBN € 0-13-599572-8 Copies € 0-13-599572-8

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Invention. The mathematical basis for Bézier curves—the Bernstein polynomials—had been known since 1912, but the polynomials were not applied to graphics until some 50 years later, when they were widely publicised by the French engineer Pierre Bézier, who used them to design automobile bodies at Renault. However, the study of these curves was first developed in 1959 by mathematician Paul ...

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