



Geometric Transformations for 3D Modeling

Michael Mortenson

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Written from a mathematical standpoint accessible to students, teachers, and professionals studying or practicing in engineering, mathematics, or physics, the new second edition is a comprehensive introduction to the theory and application of transformations. Presenting the more abstract foundation material in the first three chapters, *Geometric Transformations in 3D Modeling* reduces the clutter of theoretical derivation and development in the remainder of the text and introduces the operational and more application-oriented tools and concepts as the need arises. It assumes the reader has already taken analytic geometry and first-year calculus and has a working knowledge of basic matrix and vector algebra. This self-contained resource is sure to appeal to those working in 3D modeling, geometric modeling, computer graphics, animation, robotics, and kinematics.

- Explores and develops the subject in much greater breadth and depth than other books, offering readers a better understanding of transformation theory, the role of invariants, the uses of various notation systems, and the relations between transformations.
- Describes how geometric objects may change position, orientation, or even shape when subjected to mathematical operations, while properties characterizing their geometric identity and integrity remain unchanged.
- Presents eigenvalues, eigenvectors, and tensors in a way that makes it easier for readers to understand.
- Contains revised and improved figures, with many in color to highlight important features.
- Provides exercises throughout nearly all of the chapters whose answers are found at the end of the book.

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