



Multimedia Maths

Bieke Masselis

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- *Multimedia Maths* achieves the perfect balance between deductive mathematics and broad accessibility
- The book has a companion site, www.multimediamaths.be, which sheds more light on the complex material therein

“In this revised edition of Multimedia Maths, Ivo De Pauw and Bieke Masselis cover screen related mathematical ideas, ranging from trigonometry to transformations and reveal beziers in an understandable fashion. It is a must have for every multimedia professional.”

Fries Carton – Guerrilla Games, Amsterdam This basic maths textbook will guide the reader through several standard topics, such as vectors and parameters. In addition to exploring the golden section, Multimedia Maths offers surprising and reality-based insights into Bezier curves and B-splines. Screen effects and image handling are taken to a higher level via a detailed outline of all the basic transformations. The book is accompanied by a companion website. Visit www.multimediamaths.be for online support and useful downloads.