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Computer Graphics Errata
Steven J. Janke September
29, 2018 Chapter 1 Chapter 2
Chapter 3 1. p.55 (Section
3.4.1). The last paragraph

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before Example 3.13 should start with the following:
If the lines are skew, the vector $\vec{w} = (P_1 + t_1 \vec{v}_1, P_2 + t_2 \vec{v}_2)$ at the two closest points is perpendicular to \vec{v}_1 and \vec{v}_2 . Then, $(\vec{w} \cdot \vec{v}_2) = (\vec{v}_1 \cdot \vec{v}_2)$

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3/17/15 Chapter 1 1. Four right-handed systems: $(\sim i; \sim j; \sim k); (\sim i; \sim j; \sim k); (\sim i; \sim j; \sim k); (\sim i; \sim j; \sim k)$ 2. The diagonal divides each of the smaller squares into two triangles con-gruent to the original.

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MATHEMATICS FOR COMPUTER GRAPHICS

Steven J. Janke, PhD, is Professor of Mathematics and Computer Science at Colorado College. He has over 20 years of teaching experience in the field of computer

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graphics and is the coauthor of Introduction to Linear Models and Statistical Inference, also published by Wiley.

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the Courant Institute of Mathematical Sciences at New York University. Before joining NYU, I was a senior researcher at ETH Zurich, working in the Interactive Geometry Lab.

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Steve Janke, Professor of Mathematics and author of his second book "Mathematical Structures for Computer Graphics."
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Steven Janke became a mathematician because of two Englishmen.

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Classes in-person and remotely. Resources, information, and official updates from NYU regarding the current status of COVID-19 and its impact on the University community are available here , which

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