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Geometric Algebra-An Algebraic System for Computer Games ...

Vince - Geometric Algebra - An Algebraic System for Computer Games and Animation (Springer, 2009)
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Geometric Algebra and its Application to Computer Graphics

is a united language for a lot of mathematical systems used in Computer Graphics, can be used in an easy and geometrically intuitive way in Computer Graphics. We will focus on the (5D) Conformal Geometric Algebra. It is an extension of the 4D projective geometric algebra. For example, spheres and circles are simply represented by algebraic objects. To represent a circle you only have to