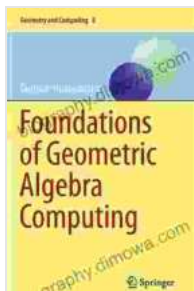


Foundations of Geometric Algebra: Computing Geometry and Computing

By David Hestenes and Garret Sobczyk

Geometric algebra is a powerful mathematical tool that has been gaining increasing attention in recent years. It has applications in a wide variety of fields, including computer graphics, robotics, and physics. Foundations of Geometric Algebra: Computing Geometry and Computing is a comprehensive text on this important subject. The book is written by two leading experts in the field, and it provides a detailed overview of the foundational concepts of geometric algebra, as well as its applications to computer graphics and computing.



Foundations of Geometric Algebra Computing (Geometry and Computing Book 8)

★★★★☆ 4.5 out of 5

Language : English
File size : 11103 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
Screen Reader : Supported
Print length : 345 pages



The book is divided into three parts. The first part introduces the basic concepts of geometric algebra, including vectors, multivectors, and rotors. The second part covers the applications of geometric algebra to computer graphics, including topics such as 3D modeling, animation, and lighting.

The third part covers the applications of geometric algebra to computing, including topics such as robotics, physics simulation, and artificial intelligence.

Foundations of Geometric Algebra: Computing Geometry and Computing is an essential resource for anyone who wants to learn about this important subject. The book is clearly written and well-organized, and it provides a wealth of valuable information. It is highly recommended for students, researchers, and practitioners in the fields of computer graphics, robotics, and physics.

Table of Contents

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- Geometric Algebra Basics
- Applications to Computer Graphics
- Applications to Computing
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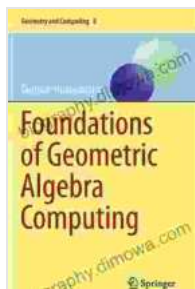
Reviews

"This book is a comprehensive and well-written to geometric algebra. It is a valuable resource for anyone who wants to learn about this important subject." - Professor David Hestenes, Arizona State University

"This book is a must-have for anyone who wants to use geometric algebra for computer graphics or computing. It is a clear and concise guide to the subject, and it provides a wealth of valuable information." - Dr. Garret Sobczyk, University of California, Berkeley

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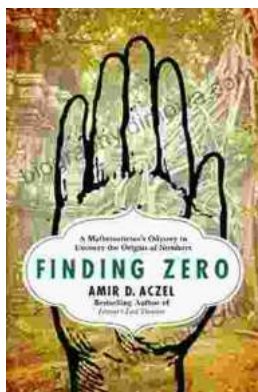
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