



Vectors for Game Programmers: Simplified

Stephen Jones

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Inoculation from the need to understand vectors is not an option when writing game engines, they are everywhere; translations, rotations, projections, collisions, lighting, all involve vectors. While understanding vectors is required, understanding imaginary space, dimensions higher than the order of three, and obscure mathematical jargon in which vectors are normally dressed is not. It is, however sadly, the present state of the literature. This book breaks that mold and explains vectors, dot product, perp dot product, cross product, lines and planes, primitive collision detection and rotations from illustrations, logical explanations and simplified mathematical examples. If you know how to add, subtract, multiply and divide you can follow this book.

Please do not judge the formatting of this book based upon the preview. If you download the free sample and open it on a Kindle device or the Kindle emulator you will find images of sensible size floating to the right of text as the author intended.

The second edition of this book was published 23 July 2013. It contains a clarification of the deconstruction of vector/matrix multiplication into dot products, and a re-write of the cross product chapter.

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Wayne Gaddis:

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