3D Math Primer for Graphics and Game Development

Second Edition

Errata

I have offended God and mankind because
my work didn't reach the quality it should have.

— Leonardo da Vinci

p. 89, Figure 3.5: [The x-axis is mislabeled. The $+x$ and $-x$ labels should be swapped.]

p. 103: Assume, as before. that we have an object... ⇝ Assume, as before, that we have an object...

p. 355: It is denser *per unit solid area*. ⇝ It is denser *per unit solid angle*.

p. 356: The idea of a solid area is probably new to some readers, ... ⇝ The idea of a solid angle is probably new to some readers, ...

p. 358: More specifically, radiance is the flux per unit projected angle, per solid angle. ⇝ More specifically, radiance is the flux per unit projected area, per solid angle.

p. 425: ...include practically every PlayStation 2 game, such as the first *Tomb Raider*. ⇝ ...include practically every PlayStation 1 game, such as the first *Tomb Raider*.

p. 509: (Reported by Michael Oleksy.)

$$= 1 - \frac{3x^2}{3!} + \frac{5x^4}{4!} - \frac{7x^6}{7!} + \frac{9x^8}{9!} + \cdots \qquad \text{(Power rule)}$$

⇝

$$= 1 - \frac{3x^2}{3!} + \frac{5x^4}{5!} - \frac{7x^6}{7!} + \frac{9x^8}{9!} + \cdots \qquad \text{(Power rule)}$$

p. 580, Listing 12.1: `SprintDamper` ⇝ `SpringDamper`

p. 783, Answer 11.8: . . . have the same sign, then the discriminant can never be positive, and there will. . . ⇝ . . . have the same sign, then the discriminant can never be negative, and there will. . .