**14.Math for Game Developers - Mouse Control (Euler Angles)**

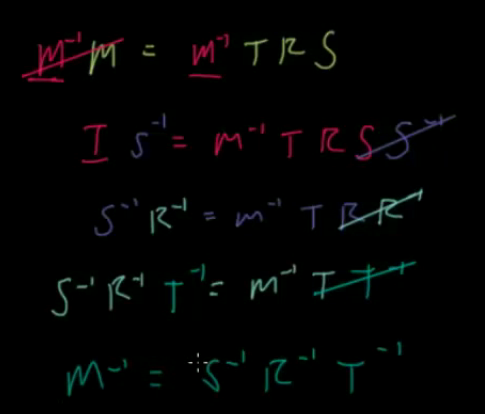
**17.Math for Game Developers - Bullet Whizzes (Projections)**

**19.Math for Game Developers - Character Movement 8**

**21.Math for Game Developers - Rotating Characters (Matrix Rotation)**

**24.Math for Game Developers - Updated Bullet Collisions (Coordinate Systems)**

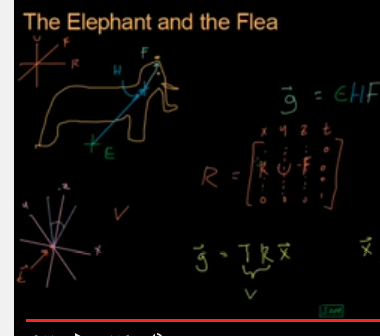
last step - why multiply inverse matrix to the end of equation, not in the beginning



31. Math for Game Developers - Rotation Quaternions

38. Math for Game Developers - The Camera View Transform Matrix

I cannot understand why 1,2,3 col of Matrix can represent the rotation of x,y,z. like below:



43. Math for Game Developers - Perspective Matrix Part 2

Project object from near and far plane to a cube area.

I cannot understand the ratio of width over height.

52 Math for Game Developers - Normal Maps

I can’t understand the construction of matrix which convert texture coordinate to local coordinate

mat3 mTBN = mat3(vecFragmentTangent, vecFragmentBitangent, vecFragmentNormal);

why last one is vecFragmentNormal.

Why normal map can produce bump effect?

55 Math for Game Developers – Specularity

Since it take high calculator spend, it find the other way to measure specular which I cannot understand.

63. Code for Game Developers - Dijkstra's Algorithm

Not very clear if you encounter some complex situation.

Answer is saving the lowest node to array, every time we compare to them, so we can find the lowest one.