

1 Introduction

References

- [1] Sphere, Wolfram.com <http://mathworld.wolfram.com/Sphere.html>
- [2] WebGL 3D Cameras, Greggman.com <http://games.greggman.com/game/webgl-3d-cameras/>
- [3] LookAt Algorithm , Keith Maggio, Wordpress.com
<http://keithmaggio.wordpress.com/2011/01/19/math-magician-lookat-algorithm/>
- [4] Travelling Salesman Problem Algorithm, George Washington University, seas.gwu.com
<http://www.seas.gwu.edu/~simhaweb/champalg/tsp/tsp.html>
- [5] Roland Geraerts and Mark H. Overmars. *The International Journal of Robotics Research: Creating High-quality Paths for Motion Planning. The International Journal of Robotics Research 2007; 26; 845. DOI: 10.1177/0278364907079280*
- [6] Procrustes Analysis http://en.wikipedia.org/wiki/Procrustes_analysis