

**EBSCO Publishing Citation Format: MLA (Modern Language Assoc.):**

**NOTE:** Review the instructions at [http://support.ebsco.com.candycorn.lipscomb.edu/help/?int=ehost&lang=&feature\\_id=MLA](http://support.ebsco.com.candycorn.lipscomb.edu/help/?int=ehost&lang=&feature_id=MLA) and make any necessary corrections before using. **Pay special attention to personal names, capitalization, and dates.** Always consult your library resources for the exact formatting and punctuation guidelines.

---

**Works Cited**

Lengyel, Eric. *Mathematics For 3D Game Programming And Computer Graphics*. Boston: Course Technology PTR, 2012. *eBook Collection (EBSCOhost)*. Web. 23 Mar. 2014.

<!--Additional Information:

Persistent link to this record (Permalink):

[http://search.ebscohost.com.candycorn.lipscomb.edu/login.aspx?](http://search.ebscohost.com.candycorn.lipscomb.edu/login.aspx?direct=true&db=nlebk&AN=365853&site=ehost-live)

[direct=true&db=nlebk&AN=365853&site=ehost-live](http://search.ebscohost.com.candycorn.lipscomb.edu/login.aspx?direct=true&db=nlebk&AN=365853&site=ehost-live)

End of citation-->

---