Foundational reading

Linear Algebra, maths and Projective Geometry forms the basis of computer graphics , we need to refresh on the same and have a basic view of graphics hardware ( You can read more on the state of the art as this keeps changing each season

Please read ( The books are available on the Reading resource part of Piazza)

chapter 2 and 5  ( maths and Linear Algebra )  from   Peter's book  <https://drive.google.com/file/d/0B0X3KiOM5z16MTVwcXgzd21zWHc/view>

Chapter 4 : Graphic Hardware  of Foleys book  <https://drive.google.com/file/d/0B0X3KiOM5z16VDRsV2hfYy02dU0/view>

Make sure you  attempt the exercises at the end of each chapter

This are refresher material since the items have been covered