

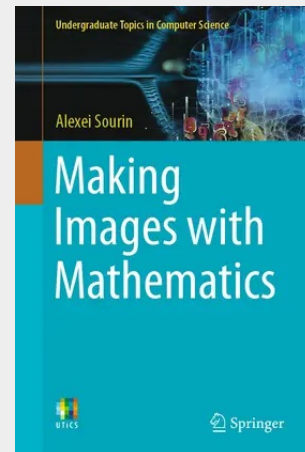
Making Images with Mathematics

This textbook teaches readers how to turn geometry into an image on a computer screen. This exciting journey begins in the schools of the ancient Greek philosophers, and describes the major events that changed people's perception of geometry. The readers will learn how to see geometry and colors beyond simple mathematical formulas and how to represent geometric shapes, transformations and motions by digital sampling of various mathematical functions.

Special multiplatform visualization software developed by the author will allow readers to explore the exciting world of visual immersive mathematics, and the book software repository will provide a starting point for their own sophisticated visualization applications.

Making Images with Mathematics serves as a self-contained text for a one-semester computer graphics and visualization course for computer science and engineering students, as well as a reference manual for researchers and developers.

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