

## Chapter 8

# Conclusion

The objective of this book was to show the reader how groups of equations can be expressed using matrices. The notation is very compact and permits one to identify the action of the matrix transform. Matrices also provide a useful structure for storing and communicating transforms within a computer system, especially at the interface with a graphics processor.

I confined the book to the 2D and 3D matrix transforms found in computer games and animation software. However, matrix notation is widely used in computer graphics to compute perspective views, curves and surfaces, etc. Hopefully, after reading this book, the reader will understand the direct link between algebra and matrices, and appreciate the elegance matrix notation brings to the design of computer graphics algorithms.