

The Source, Volume 7

COLLABORATORS

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REVISION HISTORY

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Chapter 1

The Source, Volume 7

1.1 main

```
@{ "Forward" by Ian Romanick " link Forward }
```

Articles

```
@{ "The Unofficial Doom Specs" by Matt Fell " link Articles/ ↩
  DoomSpecs.guide/Main }
@{ "Doom Techniques" by Brian Marshall " link Articles/ ↩
  DoomTechniques.guide/Main }
@{ "Line of Sight for 2D Maps" by Joseph Hall " link Articles/ ↩
  LineOfSight.guide/Main }
@{ "Improved Line of Sight for 2D Maps" by Andy McFadden " link Articles/ ↩
  ImpLineOfSight.guide/Main }
@{ "Rendering of 3D Voxel Maps" by Tim Clarke " link Articles/Voxel ↩
  .guide/Main }
@{ "Stereoscopic Projection" by Ian Romanick " link Articles/ ↩
  StereoProjection.guide/Main }
@{ "Animated Fire for Realtime Systems" by Phil Carlisle " link Articles/Fire. ↩
  guide/Main }
```

Book Reviews

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@{ "Computer Graphics Handbook" by Ian Romanick " link CGH_Review }
```

1.2 forward

I must say that it has been far too long since the last issue of The Source was released. It was nearly one year ago! So much has changed in the demo scene and with the Amiga in general, that it somehow seems fitting that the changes in The Source should also be great. The first change that must be noticed is that all of the articles are in AmigaGuide format. I would have preferred to use HTML, but I don't know of any wide spread HTML viewer for the Amiga. The second change is that there are not nearly as many utilities. This will be somewhat of a permanent change. Nearly all of the utilities that would be here are available else where.

There is also a new feature. A section of book reviews has been added.

In the future I would like to reviews of books on all aspects of programming, but for now graphics and hardware bashing will do.

If you wisht to contact Epsilon for any reason, be it submitting articles or telling us how cool we are :), send e-mail to: Epsilon@matrix.rain.com. That about wraps it up for now, until next time, happy coding!

1.3 cgh_review

Mortenson, Michael E., Computer Graphics Handbook: Geometry and Mathematics
Industrial Press Inc., New York, ISBN 0-8311-1002-3

This book is not a typical graphics book, but it is exactly what The title says it is. It is a handbook of geometry and mathematics. The book covers the mathematical and geometric aspects of a wide variety of graphics issues. From polygons to curves to surfaces to display geometry and every thing in between.

I have owned this book for quite a few months now, and have been surprised to not see it on any of the lists of "must have" graphics books. Every time I try to tackle a new graphics issue, I find myself returning to this book.

While this book does cover a wide spectrum of topics, its heavy emphasis on mathematics may make it difficult for some people to use. Some of the deriations are also a bit thin, but all of the major points are covered.

All things considered, I find that this book should have a home in every graphics programmer's library.
