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Steven J. Janke September 29, 2018 Chapter 1 Chapter 2 Chapter 3 1. p.55 (Section 3.4.1). The last paragraph before Example 3.13 should start with the following:
\If the lines are skew, the vector $w = (P_1 + t_1 v_1)$

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($P^2 + t^2 v^2$) at the two closest points is perpendicular to v_1 and v_2 . Then, $(w - v^2) (v_1 - v$

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divides each of the smaller squares into two triangles con-gruent to the original.

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MATHEMATICS FOR COMPUTER GRAPHICS

Steven J. Janke, PhD, is Professor of Mathematics and

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Computer Science at Colorado College. He has over 20 years of teaching experience in the field of computer graphics and is the coauthor of Introduction to Linear Models and Statistical Inference, also published by

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researcher at ETH Zurich, working in the Interactive Geometry Lab.

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Steve Janke, Professor of Mathematics and author of

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Steven Janke became a mathematician because of two Englishmen.

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