Name_____

Read, **R**eflect, and **R**eact (or Respond) **P**rompt #10

In this day and age, we encounter computer graphics almost on a daily basis whether it's in a video game, on TV, or on a computer we are working on. Believe it or not, most of the computer graphics you see use basic vector calculus (what we're learning now) and linear algebra. Again, I want you to become a math explorer and think about some of your recent experiences with computer graphics and try to find some vector calculus in them. Report what you found by responding to the following:

1. Find 3 examples of vector calculus in computer graphics today. Make sure to list the source and what aspect of vector calculus is being used.