Key references

Garcia, B., 2017. *Practical Houdini Math Tips*. [online] Pluralsight.com. Available from: https://www.pluralsight.com/courses/houdini-practical-math-tips [Accessed 2 May 2017].

This is a perfect video tutorial for visual effects artists who don't have mathematics background. I have learned basic math that drives the visual effects creation process in Houdini, which is quite useful. The author shows how to apply math to specific Houdini projects step by step, it helped me to build better understanding of the math used in Houdini.

Sidefx, 2017. *hou*. [online] Sidefx.com. Available from: http://www.sidefx.com/docs/houdini/hom/hou/_index [Accessed 10 May 2017].

This is actually the help document of Houdini about python script. Python is a tool that I could use to build the bridge between mathematics and Houdini. I have got many important commands for my auto lighting tool. I couldn't finish my script without referring this page.

Van Verth, J. and Bishop, L., 2015. Essential Mathematics for Games and Interactive Applications, Third Edition. 1st ed. Natick: CRC Press.

I read this book for getting some fundamental mathematics concept, this book covers almost all the things I need to know including trigonometric function, vector and matrix. I didn't go through the whole book, just picked up some chapters to learn with *Practical Houdini Math Tips*.

Other references

Vince, J., 2014. *Mathematics for computer graphics*. 4th ed. London: Springer.

Kjell, B., 2009. *Vector Math Tutorial for 3D Computer Graphics*. [online] Chortle.ccsu.edu. Available from: http://chortle.ccsu.edu/VectorLessons/vectorIndex.html [Accessed 26 Apr. 2017].

Debevec, P., 2005. *A Median Cut Algorithm for Light Probe Sampling*. [online] Available from: http://delivery.acm.org/10.1145/1190000/1187029/p66-debevec.pdf?ip=194.66.78.97&id=1187029&acc=ACTIVE%20SERVICE&key=BF07A2EE685417C5%2EADA9075A69F4291D%2E4D4702B0C3E38B35%2E4D4702B0C3E38B35&CFID=766975908&CFTOKEN=62767421&__acm__=1495765577_1b625da5764e616ba3af9e12fce9830f [Accessed 12 May 2017].