

## Figure Number and Filename Reference Chart

The following tables reference the Figure filenames to the Figure number found in the text. The Figures are available as jpeg and postscript files, so each filename will be followed by “.jpg”, “.ps”, or “.eps”.<sup>^</sup>

### Chapter 1: Descartes’ Discovery

Figure Number	Filename
Figure 1.1	Lake
Figure 1.2	Boxes
Figure 1.3	Icons
Figure 1.4	Microscr

### Chapter 2: Here and There: Points and Vectors

Figure Number	Filename
Figure 2.1	Hurrew
Figure 2.2	Vecfield
Figure 2.3	Vecfld
Figure 2.4	Unitvecs
Figure 2.5	Cosine

### Chapter 3: Lining Up: 2D Lines

Figure Number	Filename
Figure 3.1	Fallingf
Figure 3.1	Falling
Figure 3.3	Linefam
Figure 3.4	Feet
Figure 3.5	Intersec

### Chapter 4: Changing Shapes: Linear Maps in 2D

Figure Number	Filename
Figure 4.1	Sgrose
Figure 4.2	Scale
Figure 4.3	Scale1

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<sup>^</sup> Postscript files may have the extension “.ps” or “.eps”.

Figure 4.4	Reflectx
Figure 4.5	Reflover
Figure 4.6	Reflxy
Figure 4.7	Rotate
Figure 4.8	Shearx
Figure 4.9	Sheary
Figure 4.10	Project
Figure 4.11	Project1
Figure 4.12	Nocomm

## Chapter 5: 2x2 Linear Systems

Figure Number	Filename
Figure 5.1	Intro2x2
Figure 5.2	Inverse1
Figure 5.3	Inverse2
Figure 5.4	Invtrans

## Chapter 6: Moving Things Around: Affine Maps in 2D

Figure Number	Filename
Figure 6.1	Pacman
Figure 6.2	Parlines
Figure 6.3	D_trans
Figure 6.4	D_scale
Figure 6.5	D_scale1
Figure 6.6	S_rot1
Figure 6.7	S_rotran
Figure 6.8	Escher
Figure 6.9	Escheraf

## Chapter 7: Eigen Things

Figure Number	Filename
Figure 7.1	Tacoma
Figure 7.2	Tacoma2
Figure 7.3	Mat2112
Figure 7.4	Eigenvec
Figure 7.5	Parabs
Figure 7.6	Matdecom2
Figure 7.7	Matdecom
Figure 7.8	Mat1rep
Figure 7.9	Mat2_rep

Figure 7.10	Stretch
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## Chapter 8: Breaking it Up: Triangles

Figure Number	Filename
Figure 8.1	Key
Figure 8.2	Triex
Figure 8.3	Chalicew
Figure 8.4	Chalices

## Chapter 9: Conics

No Figures

## Chapter 10: 3D Geometry

Figure Number	Filename
Figure 10.1	Hedron
Figure 10.2	Hedgehog
Figure 10.3	Klein
Figure 10.4	Smooth

## Chapter 11: Interactions in 3D

No Figures

## Chapter 12: Linear Maps in 3D

Figure Number	Filename
Figure 12.1	Flight
Figure 12.2	Torii
Figure 12.3	Shells
Figure 12.4	Kings
Figure 12.5	Vectors_project
Figure 12.6	L_z_axis_rot
Figure 12.7	L_gen_rotate
Figure 12.8	Nocomm3d

## Chapter 13: Affine Maps in 3D

Figure Number	Filename
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Figure 13.1	Fighters
Figure 13.2	Pplanes
Figure 13.3	Tteapot
Figure 13.4	Helixpro
Figure 13.5	Hortho
Figure 13.6	Hpersp
Figure 13.7	Durer

## Chapter 14: General Linear Systems

Figure Number	Filename
Figure 14.1	Last
Figure 14.2	Leastsq

## Chapter 15: General Linear Spaces

Figure Number	Filename
Figure 15.1	Polyspace
Figure 15.2	Matrices

## Chapter 16: Numerical Methods

Figure Number	Filename
Figure 16.1	Sparse
Figure 16.2	Vectorlimit
Figure 16.3	Power

## Chapter 17: Putting Lines Together: Polylines and Polygons

Figure Number	Filename
Figure 17.1	Bird
Figure 17.2	Pattern
Figure 17.3	Wire
Figure 17.4	Circappr
Figure 17.5	Trimsurf
Figure 17.6	Even_odd
Figure 17.7	Winding

## Chapter 18: Curves

Figure Number	Filename
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Figure 18.1	Ford
Figure 18.2	Bez_ex
Figure 18.3	Alldecas
Figure 18.4	Bbasis
Figure 18.5	Bez_move
Figure 18.6	Conv hull
Figure 18.7	Minmax
Figure 18.8	D_bez
Figure 18.9	Inflect
Figure 18.10	Infl2
Figure 18.11	Slide
Figure 18.12	Wagner1

## Appendix A: PostScript Tutorial

Figure Number	Filename
Figure A.1	Simple
Figure A.2	Simple1
Figure A.3	Simple3
Figure A.4	Shear_PLA