



# 14 Conclusion

The aim of this book was to offer a gentle introduction to geometric algebra through the eyes of a consumer of mathematics, rather than through the eyes of a mathematician. To begin with, I do not possess the eyes of a mathematician, therefore I could not have written a book that would have met the rigorous standards required by the mathematical community. However, having taught mathematics to hundreds of students who graduated and became programmers within the computer animation and computer games sectors, I know that there are busy people out there who need to use mathematics to solve their everyday problems. This is the community with whom I want to communicate.

If you have managed to read and understand the previous dozen chapters you will have appreciated the importance of GA. There is no doubt that GA unifies various branches of mathematics and brings an exciting degree of clarity to physics, which will keep academics and researchers busy for many decades to come. However, before GA is universally embraced, mathematicians must agree on a notation that is adopted universally. A major frustration that accompanied the research for this book was the wide range and conflicting notation adopted by different authors. This must be resolved fast. Then the task of drawing up a coherent axiomatic description of GA must begin.

GA has changed my life and will probably change yours, and in time, could change the entire CG sector. I do hope that in the future, more mathematicians will work with CG experts to create a GA toolset that will transform the way we currently solve geometric problems.