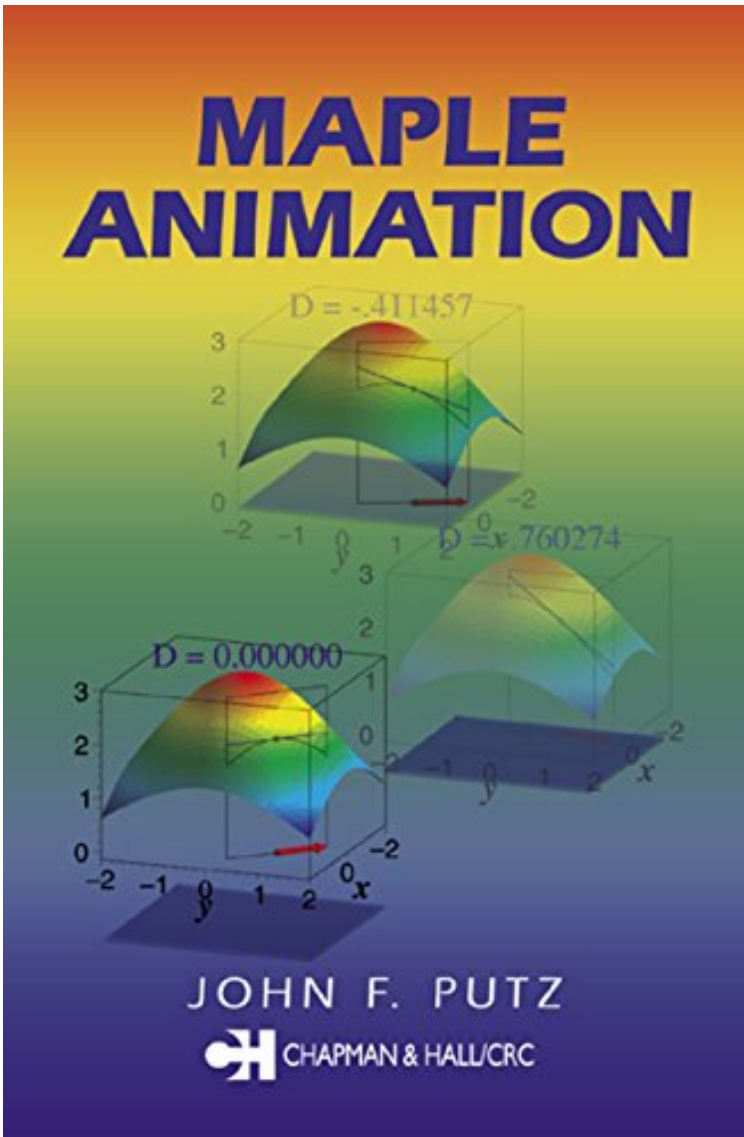


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# Maple Animation



*Par John F. Putz*  
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You know the value of giving students vivid moving images to tie to concepts. But learning to make animations generally requires extensive searching through a vast computer algebra system for the pertinent functions. Maple Animation brings together virtually all of the functions and procedures useful in creating sophisticated animations using Maple 7, 8, or 9 and it presents them in a logical, accessible way. The accompanying CD-ROM provides all of the Maple code used in the book, including the code for more than

30 ready-to-use demonstrations. From Newton's method to linear transformations, the complete animations included in this book allow you to use them straight out of the box. Careful explanations of the methods teach you how to implement your own creative ideas. Whether you are a novice or an experienced Maple user, Maple Animation provides the tools and skills to enhance your teaching and your students' enjoyment of the subject through animation.

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