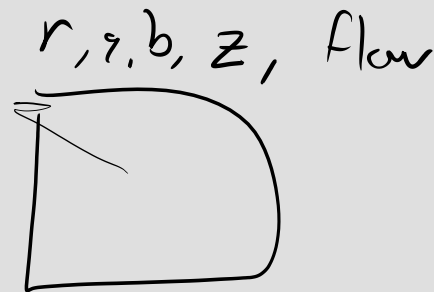
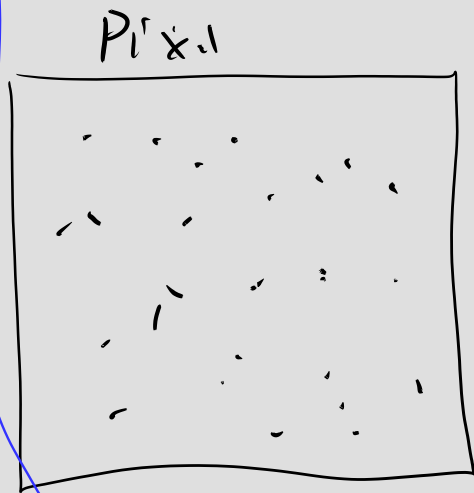
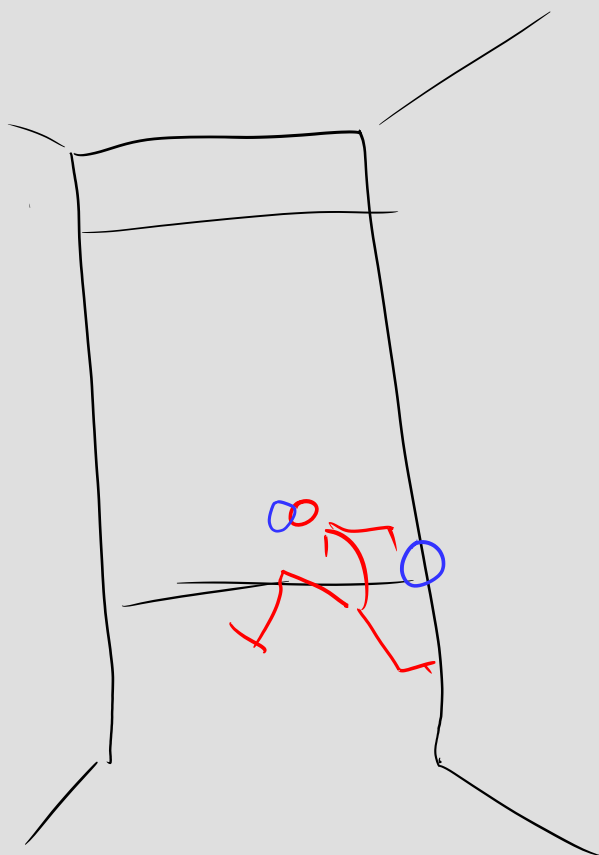
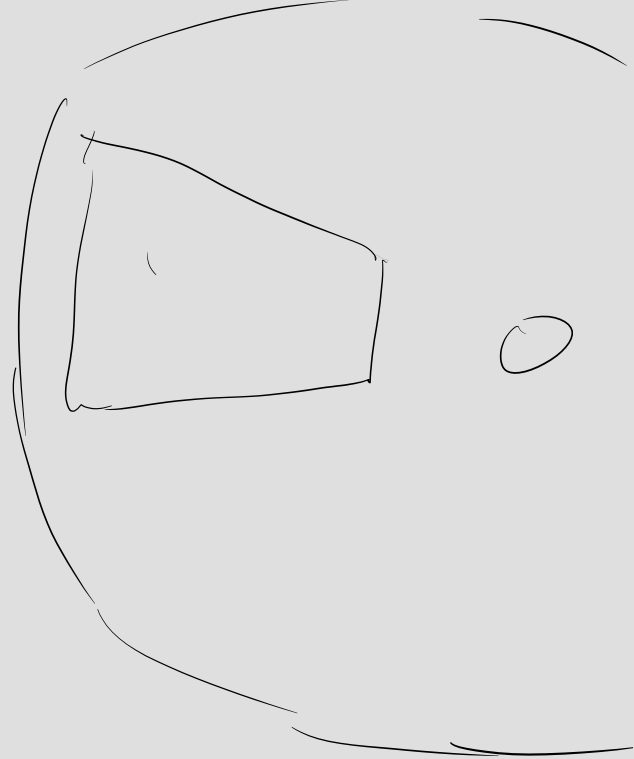
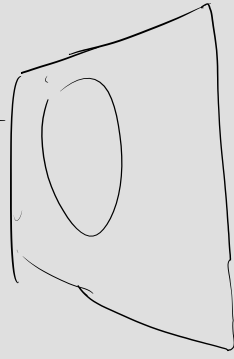
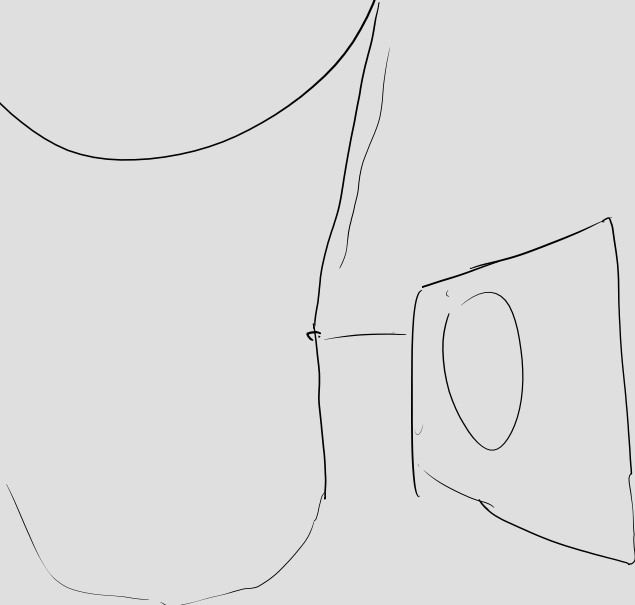
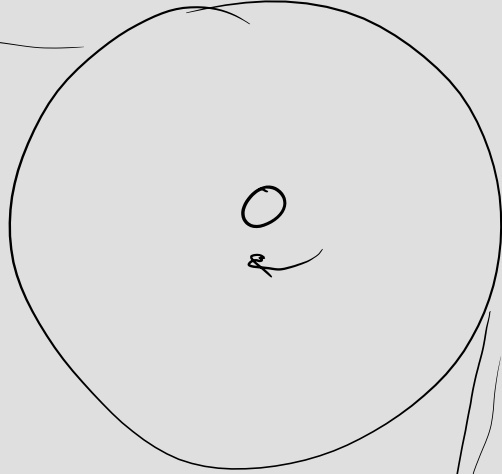
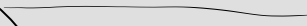
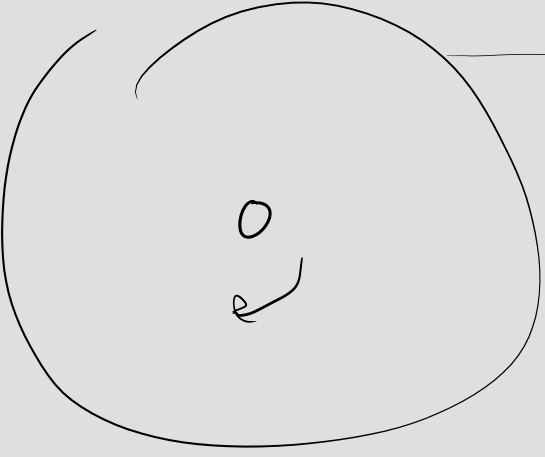
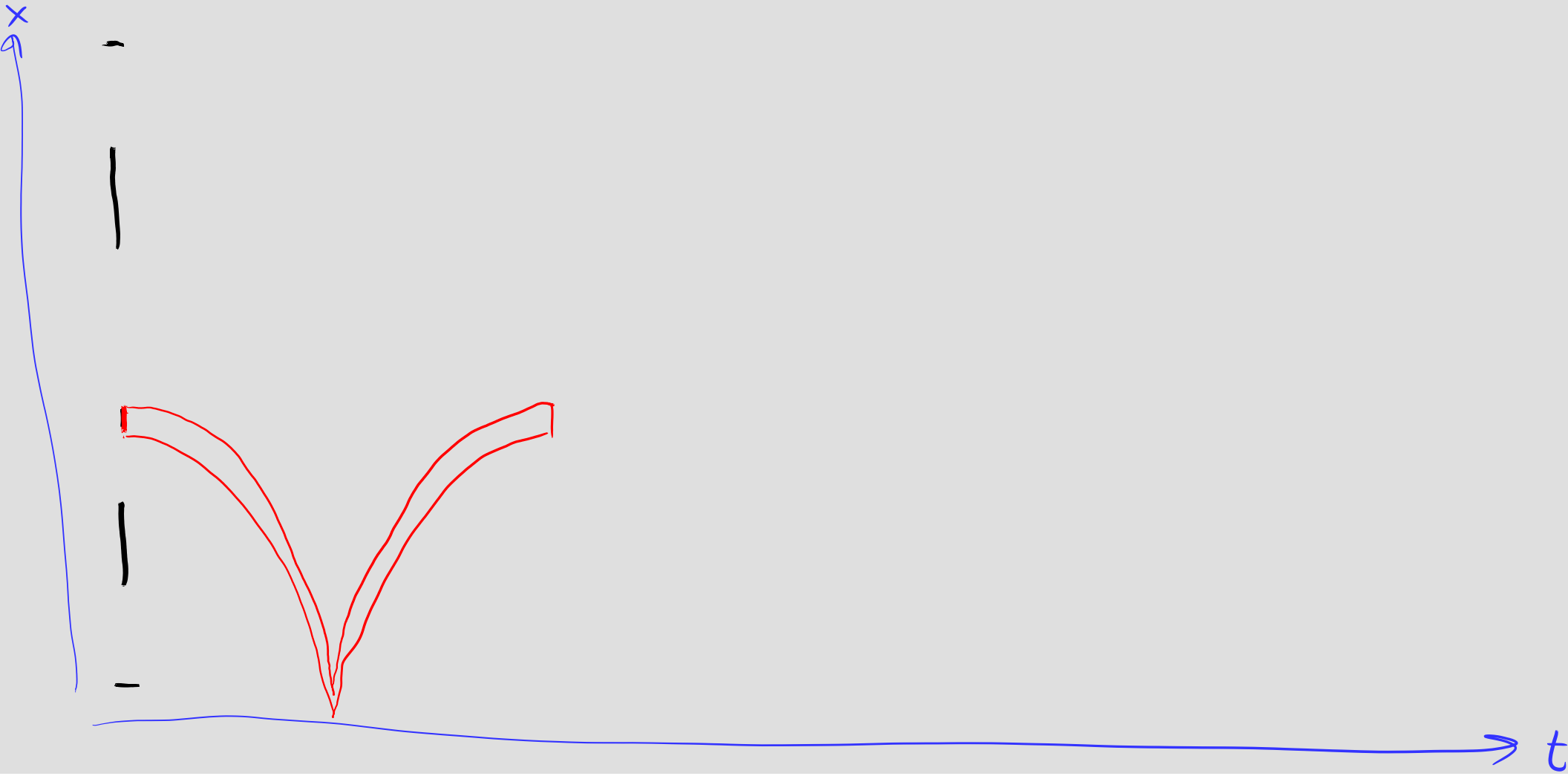


AA Raytrace





1 D



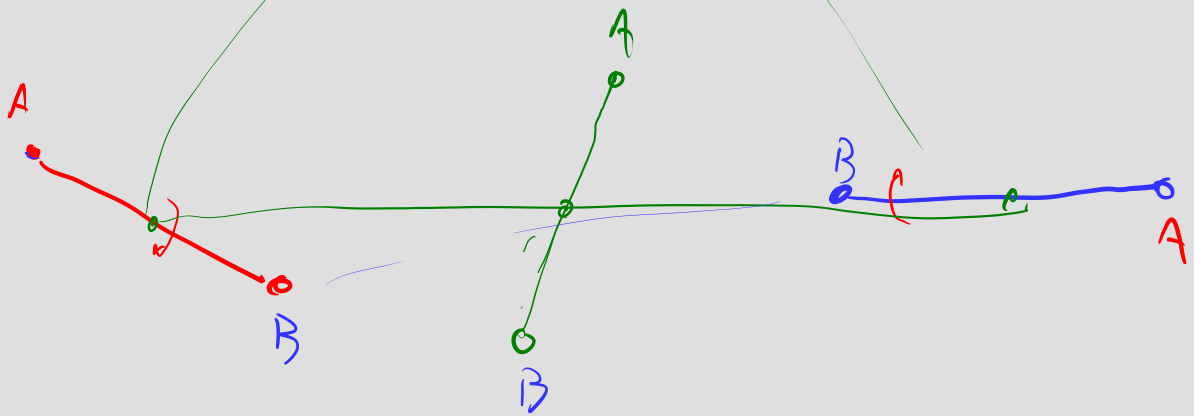
rotation

orientation

Quaternions

normal

matrix

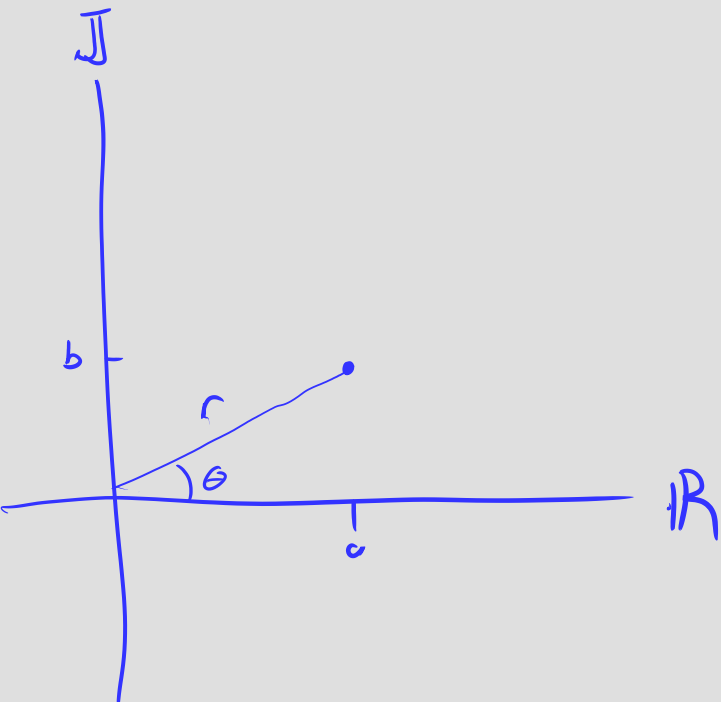


Complex

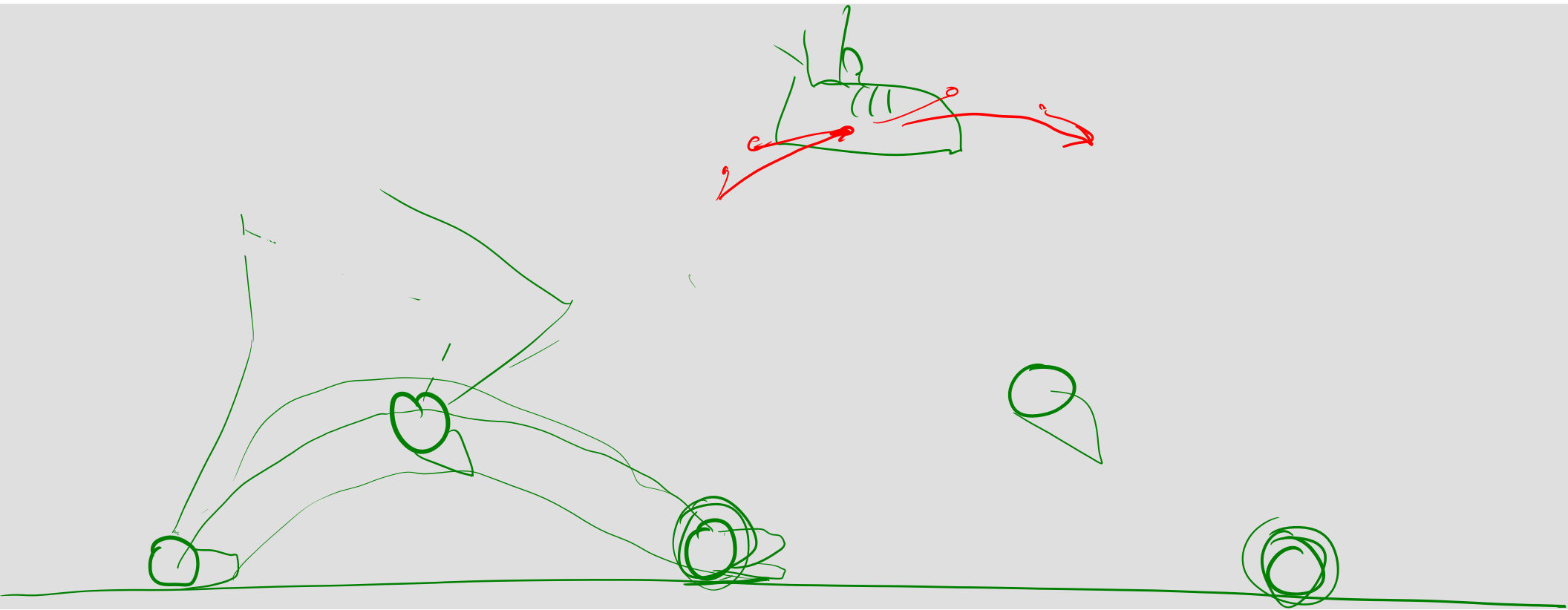
$$C_1 \quad a + bj$$

$C_2$

$$C_1 \cdot C_2 \quad \begin{cases} \text{mag} = \text{mag } C_1 \cdot \text{mag } C_2 \\ \theta_1 + \theta_2 \end{cases}$$



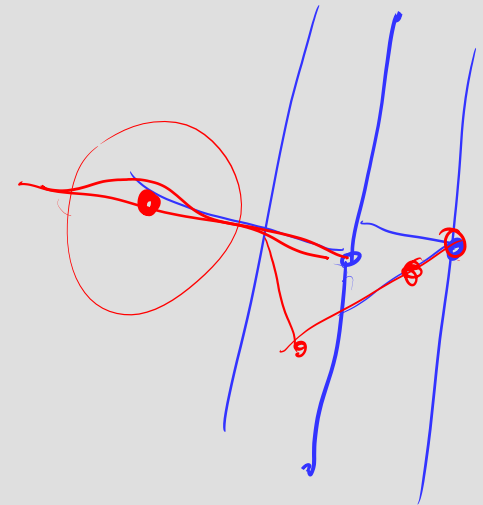
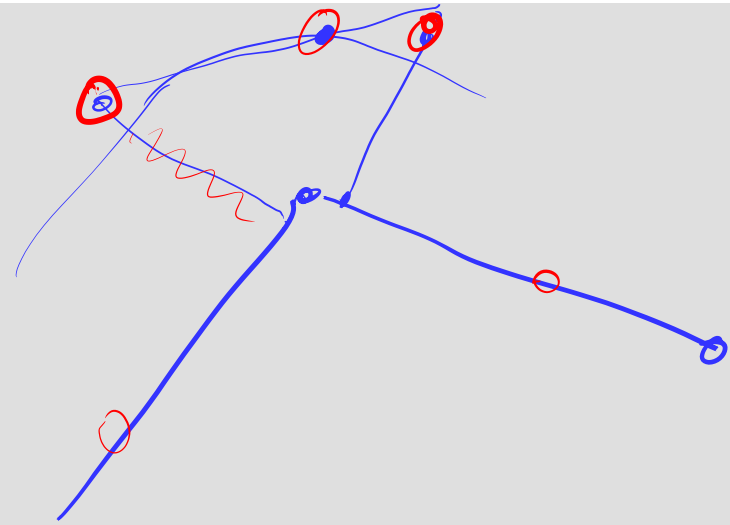
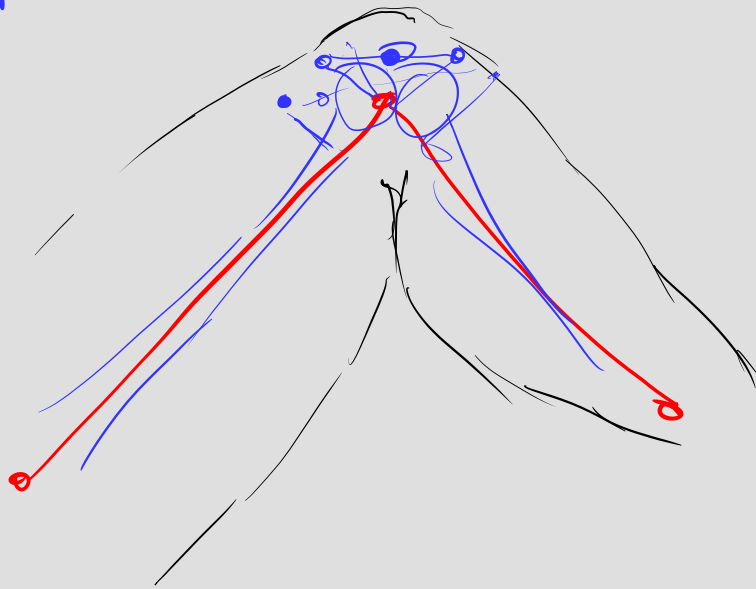


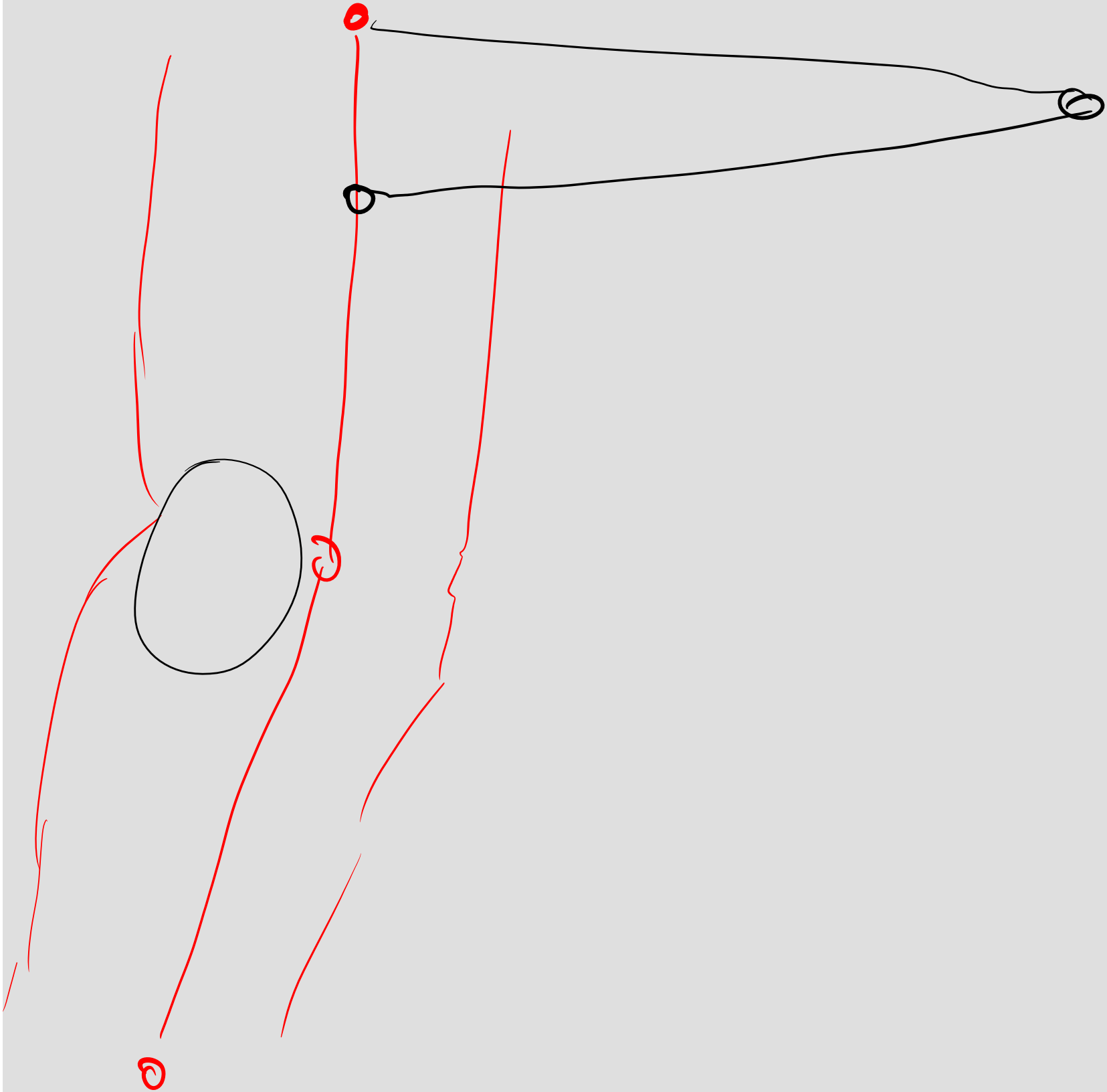


% femur / thigh

% tibia / calf

offset( $\theta$ )





Rigging

