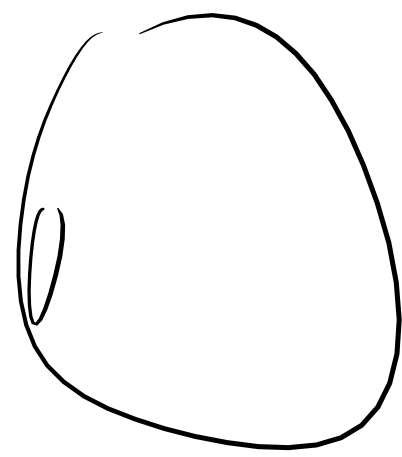
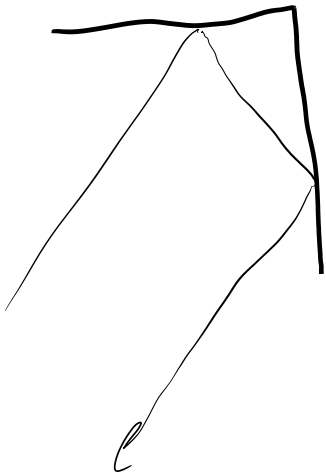
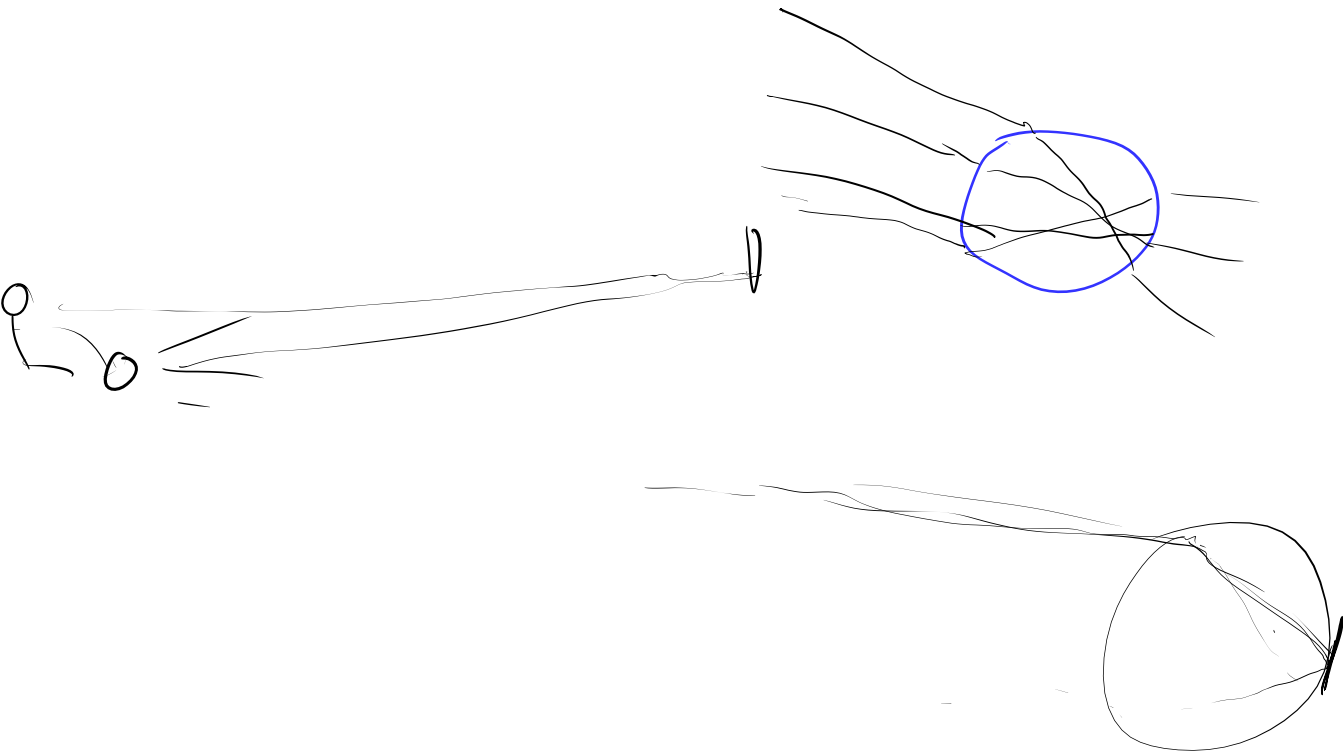
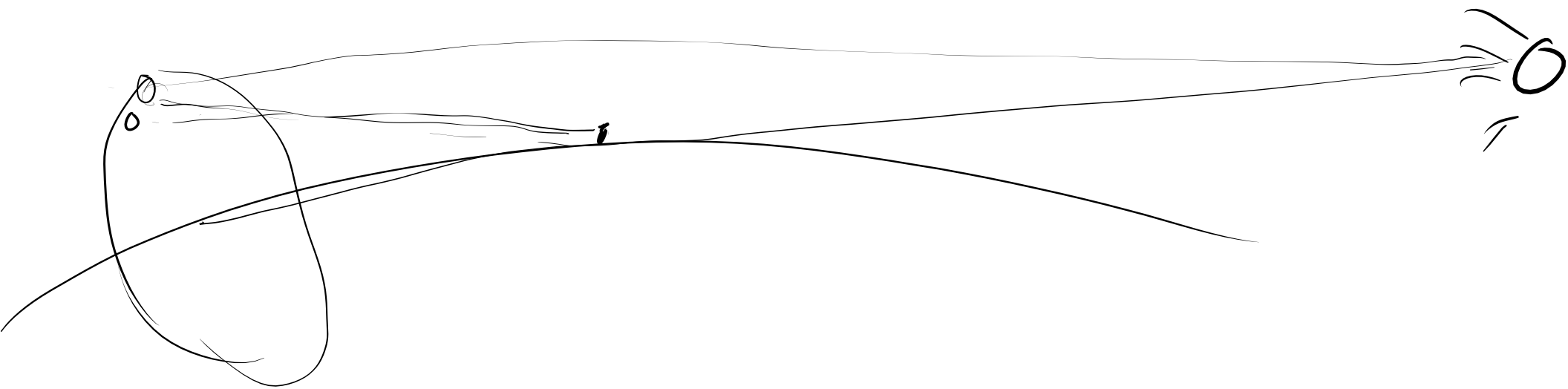


Beware the Croccocat





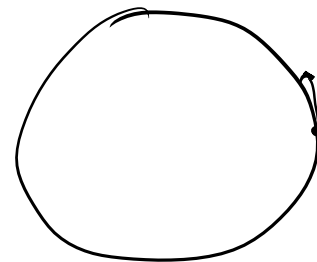
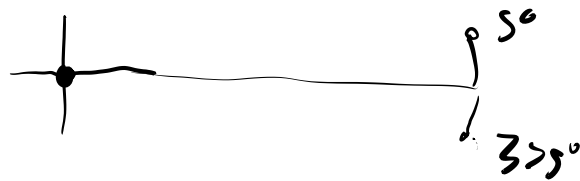




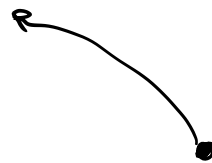
$$\begin{bmatrix} c & s & 0 \\ -s & c & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

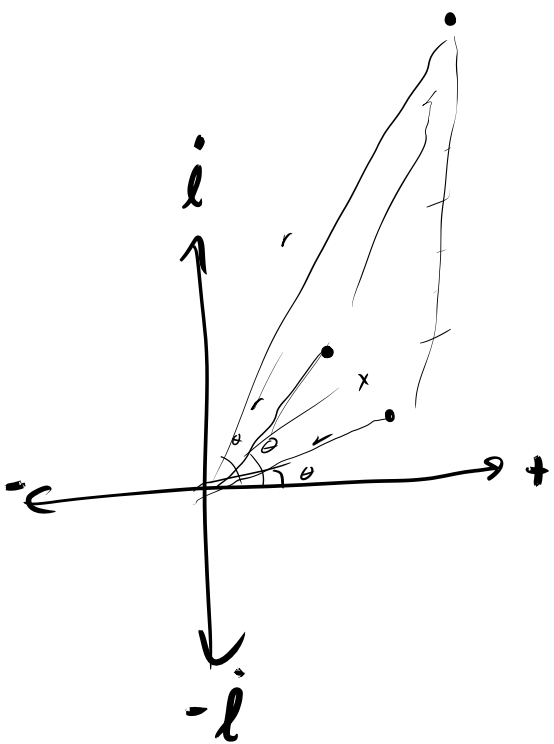
$$c = \cos(\theta)$$

$$s = \sin(\theta)$$



angle
do,ross
radians





$$\sqrt{-1} \triangleq i$$

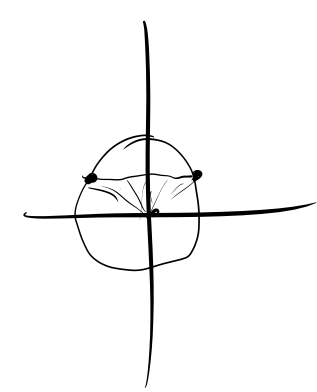
$$i^2 = -1$$

$$3 \cdot i = -3i = \sqrt{-9}$$

$$3ri = 3ri$$

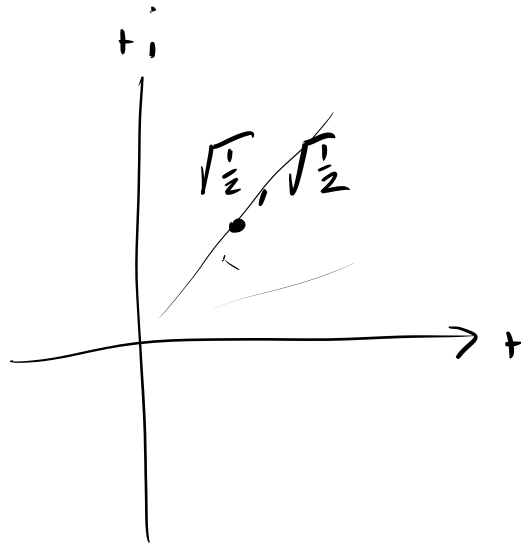
$$(3+i)(2+2i) = \underbrace{6 + 2i^2}_{4} + \overbrace{6i + 2i}^{8i} = 4 + 8i$$

$C_1 \cdot C_2$
 — mult len
 — add any



$$\left(\frac{1}{\sqrt{2}} + \frac{1}{\sqrt{2}}i\right)^8 = 1$$

$$\left(\frac{1}{\sqrt{2}} + \frac{1}{\sqrt{2}}i\right)^{1/7}$$



45°

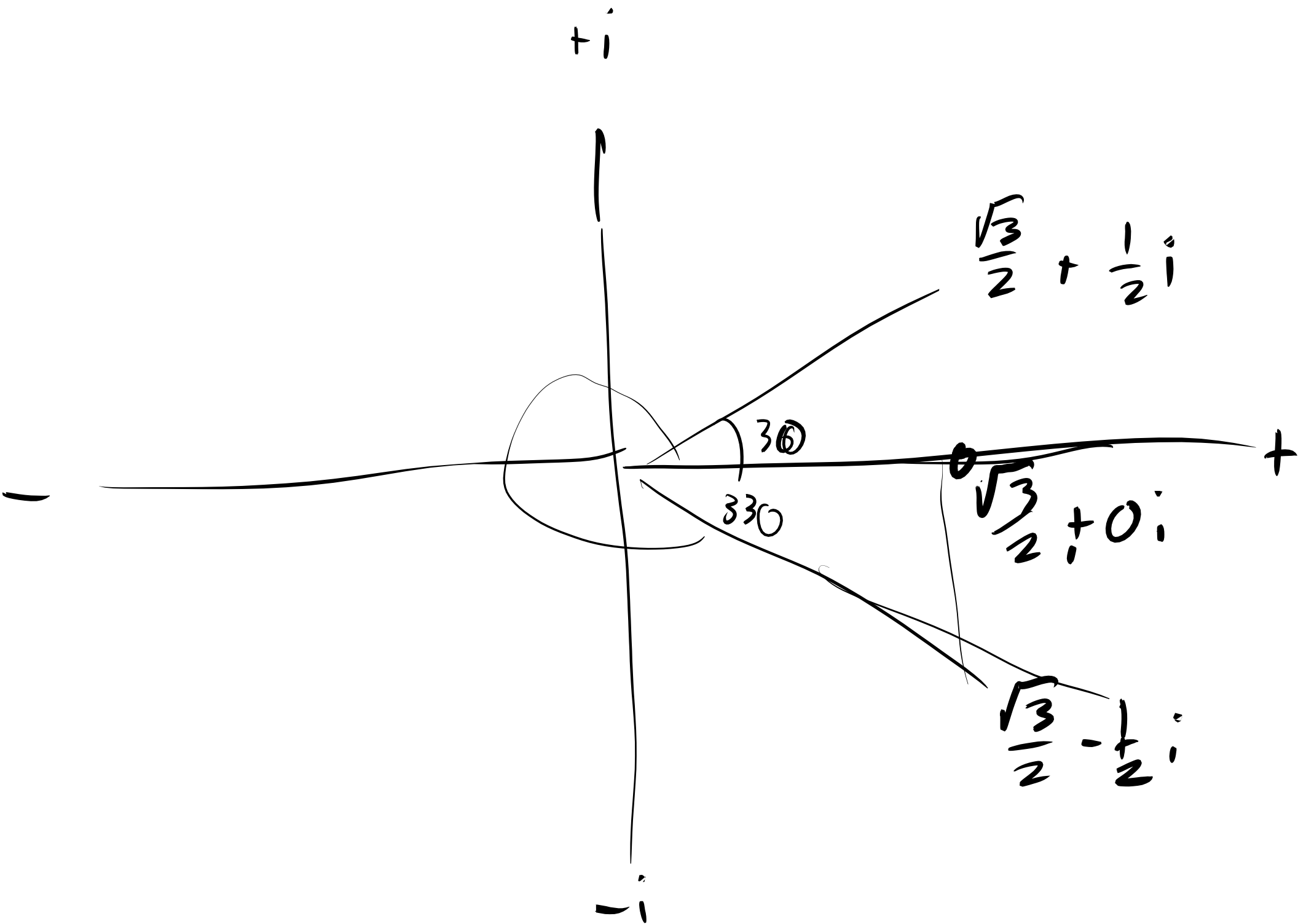
$$\frac{1}{\sqrt{2}} + \frac{1}{\sqrt{2}}i$$

arg

$$\left(\frac{1}{\sqrt{2}} + \frac{1}{\sqrt{2}}i\right)^2 = \left(\frac{1}{\sqrt{2}} + \frac{1}{\sqrt{2}}i\right)^2 = i$$

$$\left(\frac{1}{2} - \frac{1}{2}i\right) \left(\frac{1}{2} + \frac{1}{2}i\right)$$

0 1



3D orientation

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

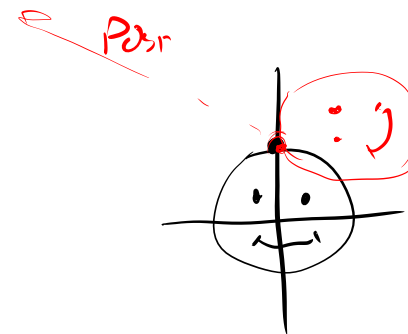
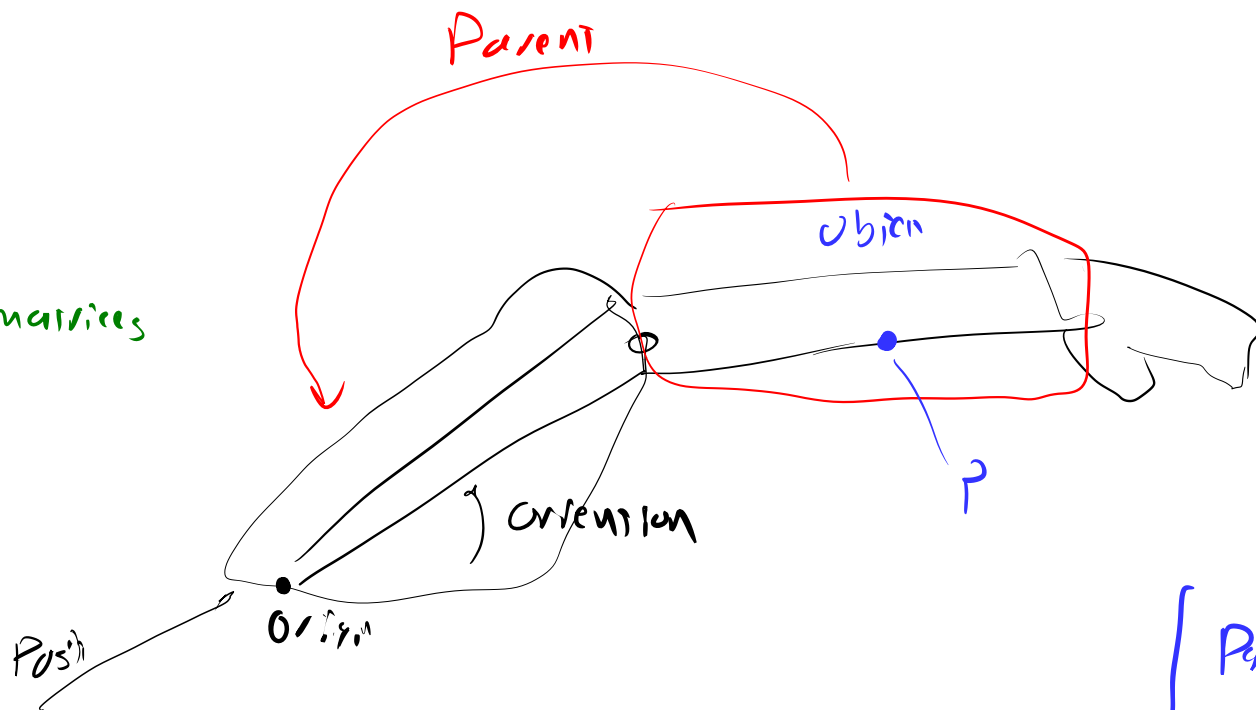
3D - 2D where f and g spin around

quaternion

Object

- origin
- position
- quaternion

hint: need 4 matrices



$$\begin{bmatrix} \text{Origin} \\ \text{Trans} \end{bmatrix} \begin{bmatrix} \text{Position} \\ \text{Trans} \end{bmatrix} \begin{bmatrix} \text{rotate} \\ \text{rot} \end{bmatrix} \begin{bmatrix} \text{Trans} \\ \text{to} \\ \text{orig} \\ \text{Trans} \end{bmatrix}$$

$$\begin{bmatrix} \text{Parent} \end{bmatrix} \begin{bmatrix} \text{Object} \\ \text{P} \end{bmatrix}$$

$$\begin{bmatrix} \text{Object} \\ 2^{nd} \end{bmatrix} \begin{bmatrix} \text{Parent} \\ 1^{st} \end{bmatrix}$$