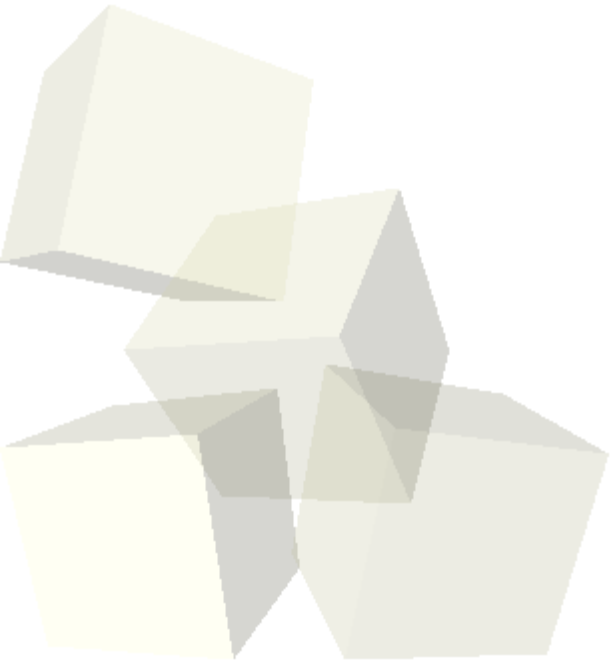




Vector Math

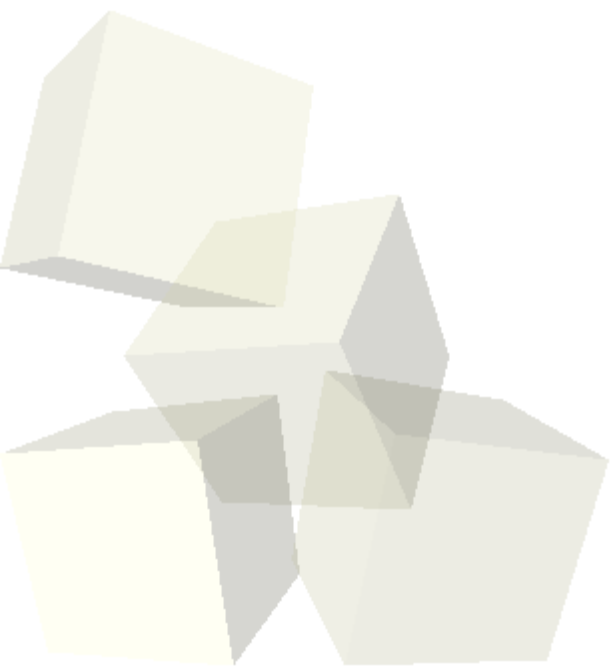
9-13-2006





Opening Discussion

- What did we talk about last class?
- What are vectors? What are some applications that would use vector math?
- How do you normally treat vectors when you are programming? How should you change this in Matlab?





- Ray tracing is an application that plays with vectors constantly. However, it isn't perfectly clear that we want to use Matlab's abilities all the time because some work needs to be done analytically. Let's look at why that is.
- Forces and accelerations in a physical system are also examples of a place where vectors are useful.
- For normal computer graphics, pretty much all the work is done with vectors and transformation matrices. It is probably worth showing how that would work as well.



Closing Comments

- Assignment #3 is due next Monday.

