AnimCube Storage Definition

Arthur FINDELAIR

April 25, 2020

1 File format

In a parallelepiped (I,J,K), each LED is numbered as follow:

$$LED_{\#}(x, y, z) = x + yI + zIJ \in [0, IJK - 1] \quad \forall (x, y, z) \in [0, I - 1] \times [0, J - 1] \times [0, K - 1]$$

It is also possible to get an LED coordinates from its number:

```
 \left\{ \begin{array}{l} z = LED_{\#} \ // \ IJ \\ y = \left( LED_{\#} \ \% \ IJ \right) \ \% \ J \\ x = \left( LED_{\#} \ \% \ IJ \right) \ // \ J \end{array} \right.  where % is the modulus operator and // the Euclidian division.
```

Listing 1: Animation file example (N frames)

2 2D Representation – Cube (N)

2.1 From bottom to top (sliced along z-axis)

↓ z-axis

$$\underbrace{\begin{bmatrix} iN^2 & iN^2 + N & \cdots & iN^2 + (N-1)N \\ iN^2 + 1 & iN^2 + N + 1 & \cdots & iN^2 + (N-1)N + 1 \\ \vdots & \vdots & \ddots & \vdots \\ iN^2 + N - 1 & iN^2 + 2N - 1 & \cdots & iN^2 + N^2 - 1 \end{bmatrix}}_{layer \ \#i, \ i \in [0, N-1]}$$

2.2 From left to right (sliced along y-axis)

$$\uparrow \begin{bmatrix} (N-1)N^2 & (N-1)N^2 + 1 & \cdots & (N-1)N^2 + N - 1 \\ \vdots & \vdots & \ddots & \vdots \\ 2N^2 & 2N^2 + 1 & \cdots & 2N^2 + N - 1 \\ N^2 & N^2 + 1 & \cdots & N^2 + N - 1 \\ 0 & 1 & \cdots & N - 1 \end{bmatrix}$$
_{x-axis}

 $\downarrow y$ -axis

$$\begin{bmatrix} (N-1)N^2 + iN & (N-1)N^2 + iN + 1 & \cdots & (N-1)N^2 + iN + N - 1 \\ \vdots & \vdots & \ddots & \vdots \\ N^2 + iN & N^2 + iN + 1 & \cdots & N^2 + iN + N - 1 \\ iN & iN + 1 & \cdots & iN + N - 1 \end{bmatrix}$$

layer #i, $i \in [0, N-1]$

2.3 From back to front (sliced along x-axis)

$$\begin{bmatrix}
(N-1)N^2 & (N-1)N^2 + N & \cdots & (N-1)N^2 + (N-1)N \\
\vdots & \vdots & \ddots & \vdots \\
2N^2 & 2N^2 + N & \cdots & 2N^2 + (N-1)N \\
N^2 & N^2 + N & \cdots & N^2 + (N-1)N \\
0 & N & \cdots & (N-1)N
\end{bmatrix}$$

 $\downarrow x$ -axis

$$\begin{bmatrix} (N-1)N^2 + i & (N-1)N^2 + N + i & \cdots & (N-1)N^2 + (N-1)N + i \\ \vdots & \vdots & \ddots & \vdots \\ N^2 + i & N^2 + N + i & \cdots & N^2 + (N-1)N + i \\ i & N + i & \cdots & (N-1)N + i \end{bmatrix}$$

layer #i, $i \in [0, N-1]$

2D representation – Parallelepiped (I,J,K)3

Let the dimensions following x,y and z respectively be I,J and K.

3.1 From bottom to top (sliced along z-axis)

$$\underbrace{ \begin{bmatrix} IJk & IJk + I & \cdots & IJk + (J-1)I \\ IJk + 1 & IJk + I + 1 & \cdots & IJk + (J-1)I + 1 \\ \vdots & \vdots & \ddots & \vdots \\ IJk + I - 1 & IJk + 2I - 1 & \cdots & IJk + (J-1)I + (I-1) \end{bmatrix}}_{layer \ \#k, \ k \in [0,K-1]}$$

3.2From left to right (sliced along y-axis)

$$\uparrow \begin{bmatrix}
(K-1)IJ & (K-1)IJ+1 & \cdots & (K-1)IJ+I-1 \\
\vdots & \vdots & \ddots & \vdots \\
2IJ & 2IJ+1 & \cdots & 2IJ+I-1 \\
IJ & IJ+1 & \cdots & IJ+I-1 \\
0 & 1 & \cdots & I-1
\end{bmatrix}$$
**axis

 $\downarrow y$ -axis

$$\underbrace{ \begin{bmatrix} jI + (K-1)IJ & jI + (K-1)IJ + 1 & \cdots & jI + (K-1)IJ + I - 1 \\ \vdots & \vdots & \ddots & \vdots \\ jI + IJ & jI + IJ + 1 & \cdots & jI + IJ + I - 1 \\ jI & jI + 1 & \cdots & jI + I - 1 \end{bmatrix} }_{ jI + IJ + I - 1 }$$

From back to front (sliced along x-axis) 3.3

$$\uparrow \begin{bmatrix} (K-1)IJ & (K-1)IJ + I & \cdots & (K-1)IJ + (J-1)I \\ \vdots & \vdots & \ddots & \vdots \\ 2IJ & 2IJ + I & \cdots & 2IJ + (J-1)I \\ IJ & IJ + I & \cdots & IJ + (J-1)I \\ 0 & I & \cdots & (J-1)I \end{bmatrix}$$

$$\begin{bmatrix} i + (K-1)IJ & i + (K-1)IJ + I & \cdots & i + (K-1)IJ + (J-1)I \\ \vdots & \vdots & \ddots & \vdots \\ i + IJ & i + IJ + I & \cdots & i + IJ + (J-1)I \\ i & i + I & \cdots & i + (J-1)I \end{bmatrix}$$