Mathemathik einer Physik Engine

Angular Speed
Origin and Center of Mass

Euler Angles
Axis-Angle
Rotation Matrices
Quaternions

Velocity of a Point
Angular Acceleration

The Matrix Classes
Matrix Multiplication
Matrix Inverse and Transpose
Converting a Quaternion to a Matrix
Transforming Vectors
Changing the Basis of a Matrix
Normalizing Quaternions
Combining Quaternions
Rotating
Updating by the Angular Velocity