1) parameters

10.1 colission detection using circles and spheres

6.2 parametric curves

8 parameters

2) beziers

12.1 vector equation of segments

12.3 bezier curves

12.4 matrix representation

3) dynamics

Pdf zie leho

4) central collisions

Pdf zie leho

5) oblique collisions

Pdf zie leho

6) complex arithmetics

17.1 complex numbers

17.2 complex number arithmetic

7) complex 2D rotation

17.3

8) quaternion arithmetics

17.6

9) quaternion 3D rotation

17.7

10) inverse kinematics

Pdf zie leho

11) exponential function

1.3 logarithms

4.5 exponential functions

4.8 Maclaurin expansions

17.1 Formula (17.2) Euler’s formula for complex numbers

11.8 the matrix exponential

Annex A. real numbers in computers