

Model of rotating body

In this project I have implemented simulation of solid body rotation.

1. simulator, written on C language, uses runge kutta method to compute parameters of model at the time, which is gradually changes.
2. simulator dumps those parameters into data files.
3. jupyter-notebook reads data from those files and draws a plot for each stage of our model and save this plot as an image.
4. unix application ffmpeg makes a video from frames.

