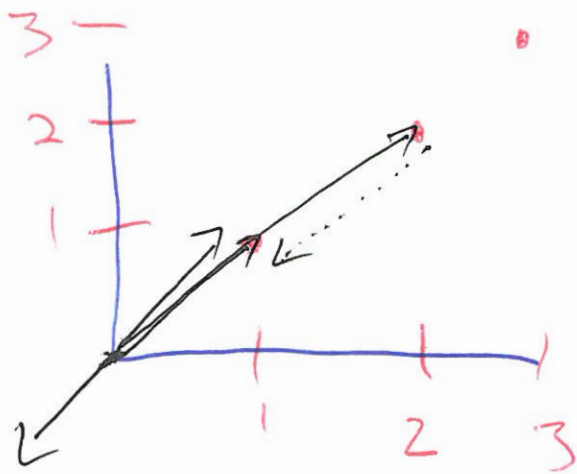


Left or Right Handed

Blender : Right Handed

Unity : Left Handed

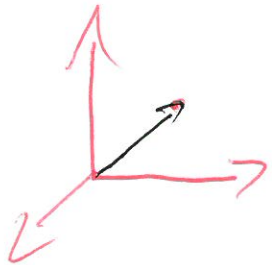
Addition & Subtraction



$$\begin{array}{r} V_1 = (1, 1) \\ + V_2 = (2, 2) \\ \hline V_3 = (3, 3) \end{array}$$

$V_1 = (1, 1)$	TO
$V_2 = (2, 2)$	From
$V_3 = (-1, -1)$	

Vectors



Vector length

$$\sqrt{x^2 + y^2} \Rightarrow 2D$$

$$\sqrt{x^2 + y^2 + z^2} \Rightarrow 3D$$

Normalize \Rightarrow Length 1

? How to make any vector length 1?

$$\left(\frac{x}{\sqrt{x^2 + y^2 + z^2}}, \frac{y}{\sqrt{x^2 + y^2 + z^2}}, \frac{z}{\sqrt{x^2 + y^2 + z^2}} \right) \Rightarrow \sqrt{\frac{x^2}{x^2 + y^2 + z^2} + \frac{y^2}{x^2 + y^2 + z^2} + \frac{z^2}{x^2 + y^2 + z^2}}$$

$$\sqrt{\frac{x^2 + y^2 + z^2}{x^2 + y^2 + z^2}}$$

$$\sqrt{1}$$