COMP 5812M: Foundations of Modeling & Rendering 2021-2022

# LAB EXERCISE: Quaternions

An artist has given you two keyframe rotation matrices of an object. At time step 0, the artist wants the object rotated by 100o CCW around vector (1, 0.5, -1) and at time step 100, the object should be rotated by 25 o CW around vector (2, 0.4, 0).

Use quaternions to determine the axis and angle of rotation required to achieve this rotation in 100 steps. Show all work.