# Inverse Kinematics

Podstawowe IK [[link]](https://appliedgo.net/roboticarm/) [[plik]](inverseKinematics/scaraIK.pdf)

Modeling and Analysis of a 6 DOF Robotic Arm Manipulator [[link]](https://www.researchgate.net/profile/Jamshed_Iqbal7/publication/280643085_Modeling_and_analysis_of_a_6_DOF_robotic_arm_manipulator/links/55c0a56b08aed621de13cf59.pdf) [[plik]](inverseKinematics/Modeling%20and%20Analysis%20of%20a%206%20DOF%20Robotic%20Arm%20.pdf)

An adaptive-learning algorithm to solve the inverse kinematics problem of a 6 D.O.F serial robot manipulator [[link]](https://www.sciencedirect.com/science/article/pii/S0965997805001493) [[plik]](inverseKinematics/An%20adaptive-learning%20algorithm%20to%20solve%20the%20inverse%20kinematics.pdf)

IRJET-Forward and Inverse Kinematic Analysis of Robotic Manipulators [[link]](https://www.academia.edu/download/52018593/IRJET-V4I2286.pdf) [[plik]](inverseKinematics/IRJET-Forward%20and%20Inverse.pdf)

Inverse Kinematics and Design of a Novel 6-DoF Handheld Robot Arm [[link]](https://ieeexplore.ieee.org/abstract/document/7487359) [[plik]](inverseKinematics/An%20adaptive-learning%20algorithm%20to%20solve%20the%20inverse%20kinematics.pdf)

Inverse Kinematics Problem for 6-DOF Space Manipulator Based On the Theory of Screws [[link]](https://ieeexplore.ieee.org/abstract/document/4522414) [[plik]](inverseKinematics/Inverse%20Kinematics%20Problem%20for%206-DOF%20Space%20.pdf)

Efficient Closed-Form Solution of Inverse Kinematics for a Specific Six-DOF Arm [[link]](https://link.springer.com/article/10.1007%2Fs12555-012-0313-9) [[plik]](inverseKinematics/Efficient%20Closed-Form%20Solution%20of%20Inverse%20Kinematics%20for%20a%20Specific.pdf)

Iterative Inverse Kinematics with Manipulator Configuration Control [[link]](https://ieeexplore.ieee.org/abstract/document/246059) [[plik]](inverseKinematics/Iterative%20Inverse%20Kinematics%20with%20Manipulator%20Configuration%20%20Control%20%20.pdf)

Forward and Inverse Kinematics Model for Robotic Welding Process [[link]](https://ieeexplore.ieee.org/abstract/document/5775598) [[plik]](inverseKinematics/Forward%20and%20Inverse%20Kinematics%20Model%20for%20.pdf)

A Fast Algorithm for Inverse Kinematic Analysis of Robot Manipulators [[link]](https://journals.sagepub.com/doi/abs/10.1177/027836498800700304) [[plik]](inverseKinematics/A%20Fast%20Algorithm%20for%20Inverse%20Kinematic%20Analysis%20of%20Robot%20Manipulators.pdf)

# Marching cubes

Coding Adventure: Marching Cubes – Sebastian Lague [[link]](https://www.youtube.com/watch?v=M3iI2l0ltbE)

[[link]](http://paulbourke.net/geometry/polygonise/)

[[link]](https://graphics.stanford.edu/~mdfisher/MarchingCubes.html)

Generating Complex Procedural Terrains Using the GPU [[link]](https://developer.nvidia.com/gpugems/gpugems3/part-i-geometry/chapter-1-generating-complex-procedural-terrains-using-gpu)