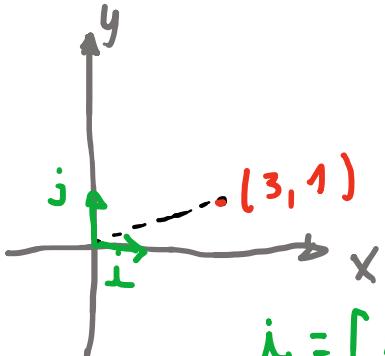


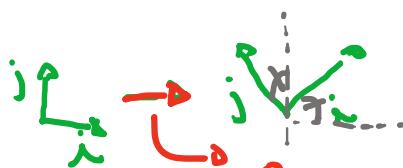
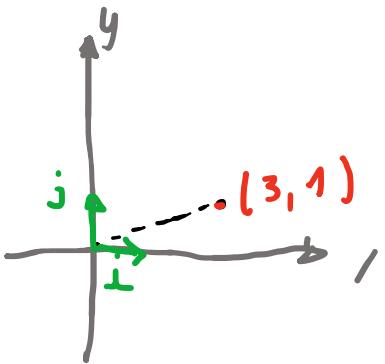
$$\begin{bmatrix} 3 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$



$$i = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$j = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

"Onde o vetor i vai"
"Onde o vetor j vai"



Queremos esta matriz

\vec{i}' é nosso vetor \vec{i} rotacionado D

$$\vec{i}' = \begin{bmatrix} \cos D \\ \sin D \end{bmatrix}$$

