

#1 $\vec{V}' = \vec{V} \cos \theta + (1 - \cos \theta)(\vec{V} \cdot \hat{u})\hat{u} + \sin \theta(\hat{u} \times \vec{V})$

represent in vector form

$$= \begin{pmatrix} V_1 \cos \theta \\ V_2 \cos \theta \\ V_3 \cos \theta \end{pmatrix} + \begin{pmatrix} (V_1 u_1 + V_2 u_2 + V_3 u_3) u_1 \\ (V_1 u_1 + V_2 u_2 + V_3 u_3) u_2 \\ (V_1 u_1 + V_2 u_2 + V_3 u_3) u_3 \end{pmatrix} (1 - \cos \theta) + \sin \theta \begin{pmatrix} -u_2 V_3 + u_3 V_2 \\ -u_1 V_3 + u_3 V_1 \\ u_1 V_2 - u_2 V_1 \end{pmatrix}$$

simplify.

$$= \begin{pmatrix} V_1 \cos \theta + (V_1 u_1 + V_2 u_2 + V_3 u_3) u_1 (1 - \cos \theta) + \sin \theta (u_2 V_3 - u_3 V_2) \\ V_2 \cos \theta + (V_1 u_1 + V_2 u_2 + V_3 u_3) u_2 (1 - \cos \theta) + \sin \theta (u_3 V_1 - u_1 V_3) \\ V_3 \cos \theta + (V_1 u_1 + V_2 u_2 + V_3 u_3) u_3 (1 - \cos \theta) + \sin \theta (u_1 V_2 - u_2 V_1) \end{pmatrix}$$

organize ~~by~~ with regards to V .

$$= \begin{pmatrix} V_1 [\cos \theta + u_1^2 (1 - \cos \theta)] + V_2 [u_1 u_2 (1 - \cos \theta) - u_3 \sin \theta] + V_3 [u_1 u_3 (1 - \cos \theta) + u_2 \sin \theta] \\ V_1 [u_1 u_2 (1 - \cos \theta) + u_3 \sin \theta] + V_2 [\cos \theta + u_2^2 (1 - \cos \theta)] + V_3 [u_2 u_3 (1 - \cos \theta) - \sin \theta u_1] \\ V_1 [u_1 u_3 (1 - \cos \theta) - u_2 \sin \theta] + V_2 [u_2 u_3 (1 - \cos \theta) + u_1 \sin \theta] + V_3 [\cos \theta + u_3^2 (1 - \cos \theta)] \end{pmatrix}$$

take out V .

$$= \begin{pmatrix} \cos \theta + u_1^2 (1 - \cos \theta) & u_1 u_2 (1 - \cos \theta) - u_3 \sin \theta & u_1 u_3 (1 - \cos \theta) + u_2 \sin \theta \\ u_1 u_2 (1 - \cos \theta) + u_3 \sin \theta & \cos \theta + u_2^2 (1 - \cos \theta) & u_2 u_3 (1 - \cos \theta) - u_1 \sin \theta \\ u_1 u_3 (1 - \cos \theta) - u_2 \sin \theta & u_2 u_3 (1 - \cos \theta) + u_1 \sin \theta & \cos \theta + u_3^2 (1 - \cos \theta) \end{pmatrix} \begin{pmatrix} V_1 \\ V_2 \\ V_3 \end{pmatrix}$$

#3 Given a rotation matrix M , multiplying it to a set of vectors/points should not change their relationships, or their magnitude/distance.

This also holds for rotating a set of standard basis vectors, which would be represented as I (identity matrix) whose columns are each a vector in the standard basis.

Thus ~~multiplying~~ $M \cdot I = M$ must also have columns that are orthogonal to each other, since it is a result of rotating the standard basis.