

Scalar  $\vec{a}$   $[a_1, a_2, a_3]$   
 Vector  $\vec{a}$   
 matrix  $M \begin{bmatrix} a_{11} & a_{21} & a_{31} \\ a_{12} & a_{22} & a_{32} \\ a_{13} & a_{23} & a_{33} \end{bmatrix}$

add vect + vect = vect  
 $\vec{u} + \vec{v} =$   
 $(u_1 + v_1, u_2 + v_2, u_3 + v_3)$   
 $(3, 2) + (6, 4) = (9, 6)$

multiply vect. vector  
 = scalar  
 dot product  
 $(a_1, a_2, a_3) \cdot (b_1, b_2, b_3)$   
 $a_1 b_1 + a_2 b_2 + a_3 b_3$

$u \cdot v = |u| |v| \cos \theta$

$u \cdot v = 0$  perpendicular

$\sin \theta$

if  $u \times v \neq 0$  parallel lines

spaces  
 vector space  
 vector + scalar  
 vect + vect  
 affine points too!

basis  $i, j$   
 coordinate system

$i, j$   
 origin + basis  
 frame

$[6, 1, 2] \cdot [1, 7, 3]$   
 $6 \cdot 1 + 1 \cdot 7 + 2 \cdot 3$   
 $6 + 7 + 6$   
 $19$

multiply vect x vect = vect

arbitrary convention -  
 right handed

$|u \times v| = |u| |v| \sin \theta$

Frames

$P = O + x i + y j$

$F_1: x=3, y=-1$   
 $F_2: x=5, y=2$   
 $F_3: x=1, y=4$  no!  
 $4 - 2 = 2$   
 i basis vector has both x and y components!

$$P = \begin{bmatrix} p_1 & p_2 & p_3 \end{bmatrix} \text{ row}$$

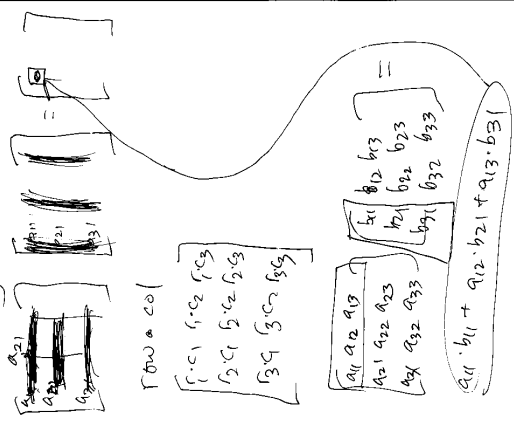
$$P = \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix} \text{ column}$$

$$\begin{bmatrix} p_1' & p_2' & p_3' \end{bmatrix} = \begin{bmatrix} p_1 & p_2 & p_3 \end{bmatrix} \begin{bmatrix} M \end{bmatrix}$$

$$\begin{bmatrix} p_1' \\ p_2' \\ p_3' \end{bmatrix} = \begin{bmatrix} M \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix}$$

columns

multiplying matrices



next week:

- + transformations
- concatenating x forms
- homogeneous

lab:  
simple OpenGL  
GLUT