

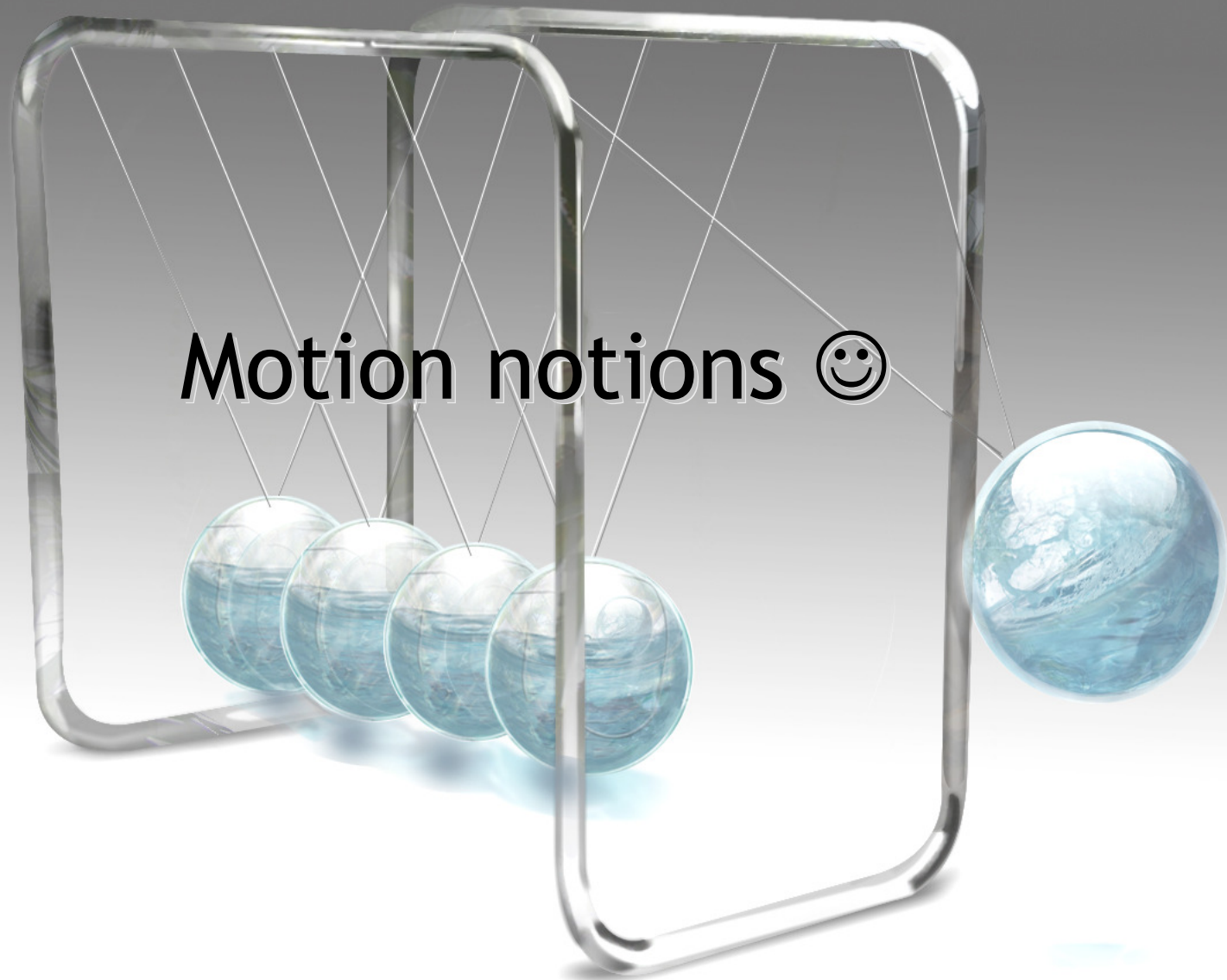
DM2212 Programming Physics



FALLING APPLE^S
MINDPHASE

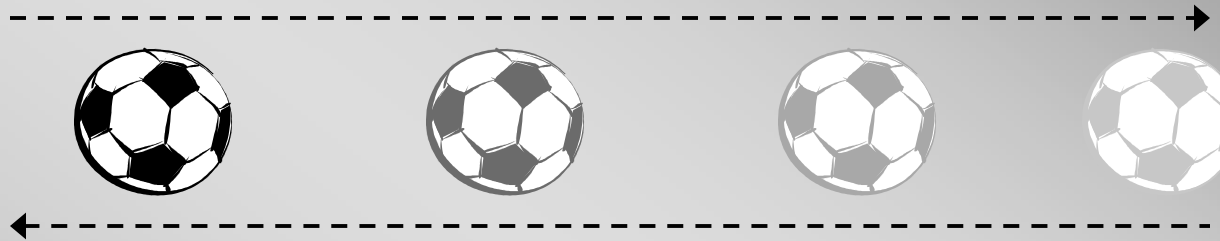
ML: Dioselin Gonzalez
2007 S1

Motion notions 😊

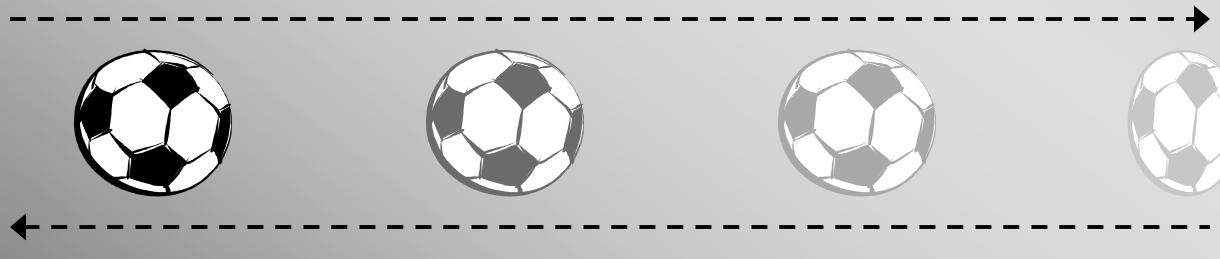


Types of motion

- Rigid body motion

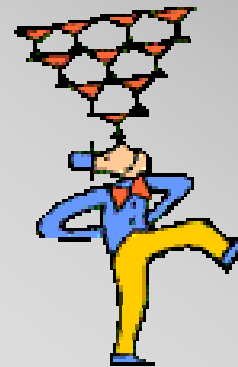
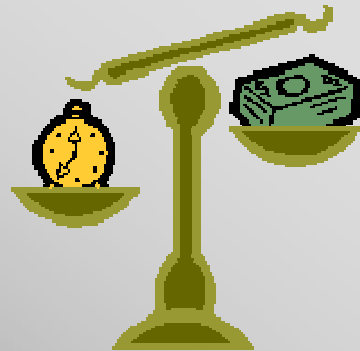


- Soft body motion



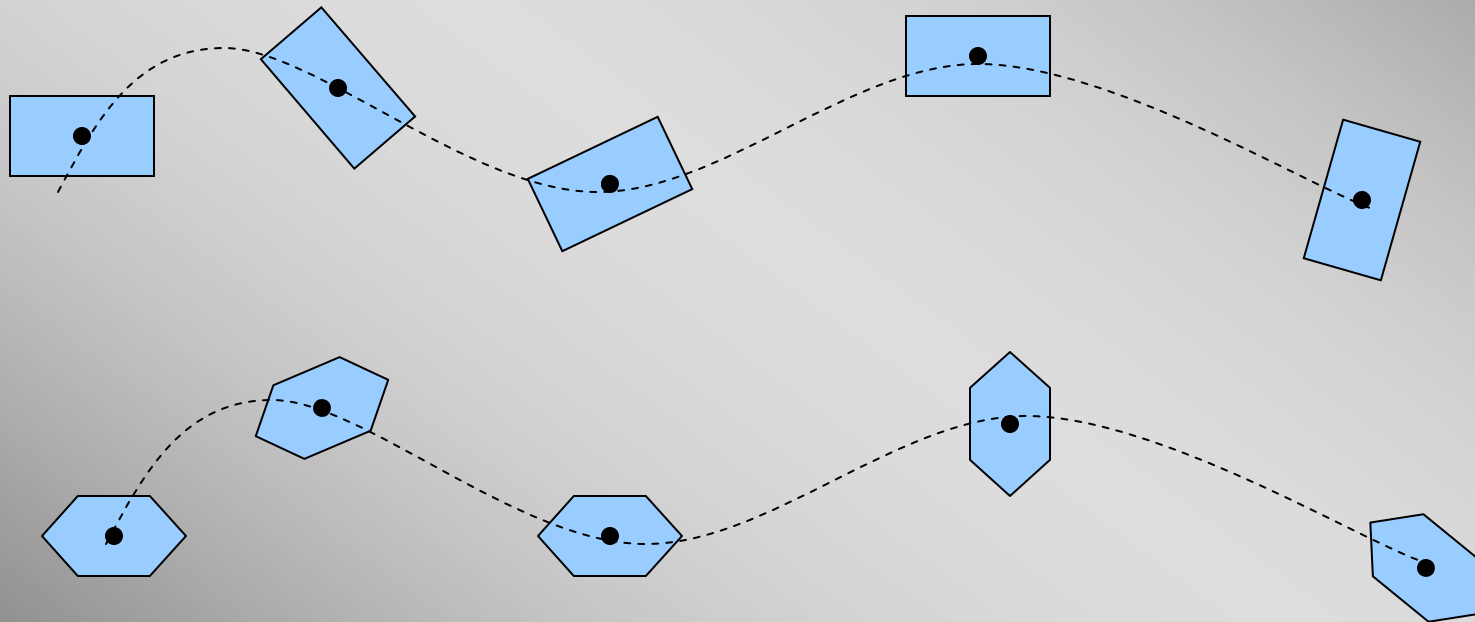
Center of mass

~ “average location of all masses”

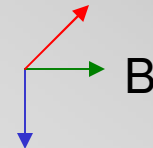
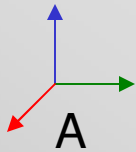


Motion of rigid bodies

- Rotation + Center of mass motion



Frames of reference



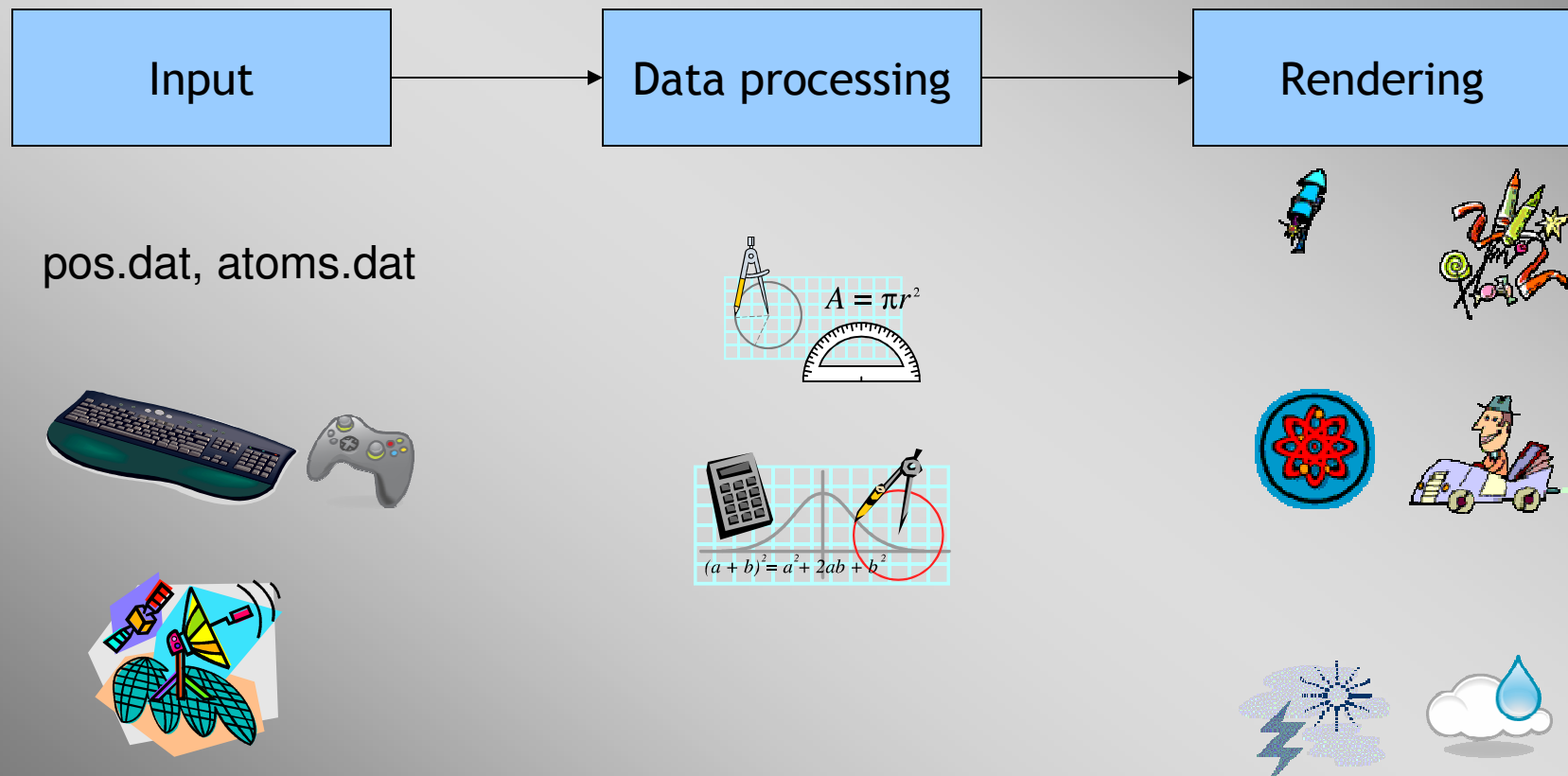
- Inertial vs. non inertial
- Visit

<http://www.phy.ntnu.edu.tw/ntnujava/index.php?topic=140.0>

Physics in interactive apps



Interactive applications



Interactive applications

- Scientific visualization
 - Realism, exactness
 - Understanding, analysis
- Games, animations
 - Eye-candy based on physics principles
 - Entertainment
 - Pseudo-physics often used

References

- <http://www.lightandmatter.com/area1book1.html>