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Comparing representations (so far)			
		3x3 Matrix	Euler Angles
Space efficient? (in RAM, GPU, storage)		9 scalars	3 scalars (even small int!)
Efficient / easy to	Apply (to points/vectors)	9 products (3 dot products)	trigonometry sin/cos
	Invert (produce inverse)	just transpose	``
	Composite (with another rotation)	matrix multiplication (9 dots)	``
	Interpolate (with another rotation)	ම	easy to do unintuitive result
Intuitive? (e.g. to manually set)		<u>••</u> {?!?	roll & yaw & pitch
Notes		Free extra skew + scale!	