















R	Recap: a score sheet :-)						
		3x3 Matrix					
Space efficient? (in RAM, GPU, storage)		*****	9 scalars				
Efficient /easy to	Apply (to points/vectors)	****	9 products (3 dot products)				
	Invert (produce inverse)	****	just transpose (three swaps)				
	Composite (with another rotation)	*****	Matrix multipl (9 dot products) Numerical errors				
	Interpolate (with another rotation)	*****	Introduces shear/scale				
Intuitive? (e.g., to manually set)		*****	Impossible to manually set				
Notes		Useful to extract local axes.					





Actations as Euler angles (3 scalars)• In nautical / aeronautical language,
the three angles have names:• In nautical / aeronautical language,
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Comparing representations (so far)								
		3x3 Matrix		Euler Angles				
Space efficient? (in RAM, GPU, storage)		*****	9 scalars	****	3 scalars (even as small int!)			
Efficient/easy to	Apply (to points/vectors)	****	9 products (3 dot products)	****	requires trigonometry sin/cos			
	Invert (produce inverse)	*****	just transpose	*****				
	Composite (with another rotation)	*****	Matrix multipl ^(9 dots) Numerical errors	*****				
	Interpolate (with another rotation)	*****	Introduces shear/scale	★☆☆☆☆ ea (∠	asy to do, unintuitive result shortest-path required!			
Intuitive? (e.g. to manually set)		*****		****	roll yaw yitch			
Notes		Free extra shear + scale. Useful to extract local axes.		\wedge	GIMBAL LOCK			































