

GEOMETRIC TOOLS FOR COMPUTER GRAPHICS (MIRI)

Comparing Foley - Van Dam's and
the quaternions methods:
Rotating about the line through the
origin with direction (Φ, Θ)

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In general, we can assume that the rotation axis has direction
 $(\sin[\phi] \cos[\theta], \sin[\phi] \sin[\theta], \cos[\phi])$

Foley - Van Dam' s method

```
MatrixForm[rotationOZTheta = {{Cos[th], -Sin[th], 0}, {Sin[th], Cos[th], 0}, {0, 0, 1}}]
```

$$\begin{pmatrix} \cos[\theta] & -\sin[\theta] & 0 \\ \sin[\theta] & \cos[\theta] & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

```
rotationOZThetaNeg = Transpose[rotationOZTheta];
```

```
MatrixForm[rotationOYPhi = {{Cos[phi], 0, Sin[phi]}, {0, 1, 0}, {-Sin[phi], 0, Cos[phi]}}]
```

$$\begin{pmatrix} \cos[\phi] & 0 & \sin[\phi] \\ 0 & 1 & 0 \\ -\sin[\phi] & 0 & \cos[\phi] \end{pmatrix}$$

```
rotationOYPhiNeg = Transpose[rotationOYPhi];
```

```
MatrixForm[rotationOZAlpha = {{Cos[a], -Sin[a], 0}, {Sin[a], Cos[a], 0}, {0, 0, 1}}]
```

$$\begin{pmatrix} \cos[a] & -\sin[a] & 0 \\ \sin[a] & \cos[a] & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

```
rotationOZAlphaNeg = Transpose[rotationOZAlpha];
```

```
point = {x, y, z};
```

```
rotation =
```

```
rotationOZTheta.rotationOYPhi.rotationOZAlpha.rotationOYPhiNeg.rotationOZThetaNeg;
```

```
newPoint = rotation.point
```

$$\begin{aligned} & \{ z (\cos[\phi] \cos[\theta] \sin[\phi] - \sin[\phi] (\cos[a] \cos[\phi] \cos[\theta] - \sin[a] \sin[\theta])) + \\ & x (-\sin[\theta] (-\cos[\phi] \cos[\theta] \sin[a] - \cos[a] \sin[\theta]) + \\ & \quad \cos[\theta] (\cos[\theta] \sin[\phi]^2 + \cos[\phi] (\cos[a] \cos[\phi] \cos[\theta] - \sin[a] \sin[\theta]))) + \\ & y (\cos[\theta] (-\cos[\phi] \cos[\theta] \sin[a] - \cos[a] \sin[\theta]) + \\ & \quad \sin[\theta] (\cos[\theta] \sin[\phi]^2 + \cos[\phi] (\cos[a] \cos[\phi] \cos[\theta] - \sin[a] \sin[\theta]))) \}, \\ & z (\cos[\phi] \sin[\phi] \sin[\theta] - \sin[\phi] (\cos[\theta] \sin[a] + \cos[a] \cos[\phi] \sin[\theta])) + \\ & x (-\sin[\theta] (\cos[a] \cos[\theta] - \cos[\phi] \sin[a] \sin[\theta]) + \\ & \quad \cos[\theta] (\sin[\phi]^2 \sin[\theta] + \cos[\phi] (\cos[\theta] \sin[a] + \cos[a] \cos[\phi] \sin[\theta]))) + \\ & y (\cos[\theta] (\cos[a] \cos[\theta] - \cos[\phi] \sin[a] \sin[\theta]) + \\ & \quad \sin[\theta] (\sin[\phi]^2 \sin[\theta] + \cos[\phi] (\cos[\theta] \sin[a] + \cos[a] \cos[\phi] \sin[\theta]))) \}, \\ & z (\cos[\phi]^2 + \cos[a] \sin[\phi]^2) + \\ & x (\cos[\theta] (\cos[\phi] \sin[\phi] - \cos[a] \cos[\phi] \sin[\phi]) - \sin[a] \sin[\phi] \sin[\theta]) + \\ & y (\cos[\theta] \sin[a] \sin[\phi] + (\cos[\phi] \sin[\phi] - \cos[a] \cos[\phi] \sin[\phi]) \sin[\theta]) \} \end{aligned}$$

Quaternions method

```
Needs["Quaternions`"]

pointQ = Quaternion[0, x, y, z];

rotationAlphaQ = Quaternion[Cos[a/2],
  Sin[phi] Cos[th] Sin[a/2], Sin[phi] Sin[th] Sin[a/2], Cos[phi] Sin[a/2]];

newPointQ = rotationAlphaQ ** pointQ ** Conjugate[rotationAlphaQ]

Quaternion[
  Sin[a/2] Sin[phi] (y Cos[a/2] + x Cos[phi] Sin[a/2] - z Cos[th] Sin[a/2] Sin[phi]) Sin[th] +
  Cos[phi] Sin[a/2] (z Cos[a/2] + y Cos[th] Sin[a/2] Sin[phi] - x Sin[a/2] Sin[phi] Sin[th]) +
  Cos[a/2] (-z Cos[phi] Sin[a/2] - x Cos[th] Sin[a/2] Sin[phi] - y Sin[a/2] Sin[phi] Sin[th]) +
  Cos[th] Sin[a/2] Sin[phi] (x Cos[a/2] - y Cos[phi] Sin[a/2] + z Sin[a/2] Sin[phi] Sin[th]),
  -Cos[phi] Sin[a/2] (y Cos[a/2] + x Cos[phi] Sin[a/2] - z Cos[th] Sin[a/2] Sin[phi]) +
  Sin[a/2] Sin[phi] Sin[th] (z Cos[a/2] + y Cos[th] Sin[a/2] Sin[phi] - x Sin[a/2] Sin[phi] Sin[th]) -
  Cos[th] Sin[a/2] Sin[phi]
  (-z Cos[phi] Sin[a/2] - x Cos[th] Sin[a/2] Sin[phi] - y Sin[a/2] Sin[phi] Sin[th]) +
  Cos[a/2] (x Cos[a/2] - y Cos[phi] Sin[a/2] + z Sin[a/2] Sin[phi] Sin[th]),
  Cos[a/2] (y Cos[a/2] + x Cos[phi] Sin[a/2] - z Cos[th] Sin[a/2] Sin[phi]) - Cos[th] Sin[a/2] Sin[phi]
  (z Cos[a/2] + y Cos[th] Sin[a/2] Sin[phi] - x Sin[a/2] Sin[phi] Sin[th]) - Sin[a/2] Sin[phi]
  Sin[th] (-z Cos[phi] Sin[a/2] - x Cos[th] Sin[a/2] Sin[phi] - y Sin[a/2] Sin[phi] Sin[th]) +
  Cos[phi] Sin[a/2] (x Cos[a/2] - y Cos[phi] Sin[a/2] + z Sin[a/2] Sin[phi] Sin[th]),
  Cos[th] Sin[a/2] Sin[phi] (y Cos[a/2] + x Cos[phi] Sin[a/2] - z Cos[th] Sin[a/2] Sin[phi]) +
  Cos[a/2] (z Cos[a/2] + y Cos[th] Sin[a/2] Sin[phi] - x Sin[a/2] Sin[phi] Sin[th]) - Cos[phi]
  Sin[a/2] (-z Cos[phi] Sin[a/2] - x Cos[th] Sin[a/2] Sin[phi] - y Sin[a/2] Sin[phi] Sin[th]) -
  Sin[a/2] Sin[phi] Sin[th] (x Cos[a/2] - y Cos[phi] Sin[a/2] + z Sin[a/2] Sin[phi] Sin[th])]
```

Comparing the results

```
Simplify[newPointQ[[1]]]

0

Table[Simplify[newPointQ[[i + 1]] - newPoint[[i]], {i, 1, 3}]

{0, 0, 0}
```