You Know about Sines and Cosines from Math, but They are Very Useful for Animating Computer Graphics

First, We Need to Understand Something about Angles:

If a circle has a radius of 1.0, then we can march around it by simply changing the angle that we call $\theta$. 
First, We Need to Understand Something about Angles

One of the things we notice is that each angle \( \theta \) has a unique \( X \) and \( Y \) that goes with it.

These are different for each \( \theta \).
First, We Need to Understand Something about Angles

Fortunately, centuries ago, people developed tables of those X and Y values as functions of $\theta$.

They called the X values **cosines** and the Y values **sines**. These are abbreviated cos and sin.
How People used to Lookup Sines and Cosines – Yuch!
Fortunately We Now Have Calculators and Computers

Book of sines and cosines

Slide rule
First, We Need to Understand Something about Angles

If we were to double the radius of the circle, all of the X’s and Y’s would also double.

So, really the cos and sin are ratios of X and Y to the circle Radius.

\[
\cos \theta = \frac{X}{R}
\]

\[
\sin \theta = \frac{Y}{R}
\]
First, We Need to Understand Something about Angles

So, if we know the circle Radius, and we march through a bunch of $\theta$ angles, we can determine all of the $X$'s and $Y$'s that we need to draw a circle.

\[
\cos \theta = \frac{X}{R} \quad \text{and} \quad \sin \theta = \frac{Y}{R}
\]

\[
X = R \times \cos \theta \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad Y = R \times \sin \theta
\]

Draw to this point
Thus, We Could Create Our Very Own Circle-Drawing Function

```c
void Circle( float xc, float yc, float r, int numsegs )
{
    float dang = 2.f * F_PI / (float)numsegs;
    float ang = 0.;
    glBegin( GL_TRIANGLE_FAN );
    glVertex3f( xc, yc, 0. );
    for( int i = 0; i <= numsegs; i++ )
    {
        float x = xc + r * cosf(ang);
        float y = yc + r * sinf(ang);
        glVertex3f( x, y, 0. );
        ang += dang;
    }
    glEnd( );
}
```

numsegs is the number of line segments making up the circumference of the circle.

numsegs=20 gives a nice circle.

5 gives a pentagon.
8 gives an octagon.
4 gives you a square. Etc.

2π is how many radians are in a full circle.

The C/C++ sin( ) and cos( ) functions use double-precision floating point.

The C/C++ sinf( ) and cosf( ) functions use single-precision floating point, and are faster.
Why 2.*PI ?

```
float dang = 2.f*F_PI / (float)numsegs;
```

We humans commonly measure angles in **degrees**, but science and computers like to measure them in something else called **radians**.

There are 360° in a complete circle.
There are \(2\pi\) radians in a complete circle.

The built-in `cosf()` and `sinf()` functions expect angles to be given in **radians**.

To convert between the two:

```
float rad = deg * ( F_PI/180.f );
float deg = rad * ( 180.f/F_PI );
```

`glRotatef()` and `gluPerspective()` are the only two programming functions I can think of that use degrees. All others use radians!
Circles and Pentagons and Octagons, Oh My!

```c
glColor3f( 1., 0., 0. );
Circle( 1.f, 3.f, 1.f, 20 )

glColor3f( 0., 1., 0. );
Circle( 2.f, 2.f, 1.f, 5 )

glColor3f( 0., 0., 1. );
Circle( 3.f, 1.f, 1.f, 8 )
```
The math.h include file has a definition of $\pi$ that looks like this:

```c
#define M_PI           3.14159265358979323846
```

Which will work just fine for whatever you need it for.

But, Visual Studio goes a little crazy complaining about mixing doubles (which is what M_PI is in) and floats (which is probably what you use most often). So, your sample code has these lines in it:

```c
#define F_PI ((float)(M_PI))
#define F_2_PI ((float)(2.f*F_PI))
#define F_PI_2 ((float)(F_PI/2.f))
```

I use the F_ version a lot because it keeps VS quiet. You can use either.
And, there is no reason the X and Y radii need to be the same...

```c
void Ellipse( float xc, float yc, float rx, float ry, int numsegs )
{
    float dang = 2.f * F_PI / (float)numsegs;
    float ang = 0.;
    glBegin( GL_TRIANGLE_FAN );
    glVertex3f( xc, yc, 0. );
    for( int i = 0; i <= numsegs; i++ )
    {
        float x = xc + rx * cosf(ang);
        float y = yc + ry * sinf(ang);
        glVertex3f( x, y, 0. );
        ang += dang;
    }
    glEnd( );
}
```
There is also no reason we can’t gradually change the radius …

```c
void Spiral( float xc, float yc, float r0, float r1, int numsegs, int numturns )
{
    float dang = (float)numturns * 2.f * F_PI / (float)numsegs;
    float ang = 0.;
    glBegin( GL_LINE_STRIP );

    for( int i = 0; i <= numsegs; i++ )
    {
        float t = (float)i / (float)numsegs;  // 0.-1.
        float newrad = (1.-t)*r0 + t*r1;
            // linearly interpolate from r0 to r1
        float x = xc + newrad * cosf(ang);
        float y = yc + newrad * sinf(ang);
        glVertex3f( x, y, 0. );
        ang += dang;
    }

    glEnd( );
}
```
What's this code all about?

```c
float t = (float)i / (float)numsegs;               // 0.-1.
float newrad = (1.-t)*r0 + t*r1;
```

In computer graphics, we do a lot of linear interpolation between two input values. Here is a good way to do that:

1. Setup a float variable, `t`, such that it ranges from 0. to 1. The line `float t = (float)i / (float)numsegs;` does this.

2. Step through as many `t` values as you want interpolation steps. The line `for( int i = 0; i <= numsegs; i++ )` does this.

3. For each `t`, multiply one input value by `(1.-t)` and multiply the other input value by `t` and add them together. The line `float newrad = (1.-t)*r0 + t*r1;` does this.
We Can Also Use This Same Idea to Arrange Things in a Circle and Linearly Blend Their Colors

```c
int numObjects = 9;
float radius = 2.f;
float xc = 3.f;
float yc = 3.f;
int numSegs = 20;
float r = 50.f;
float dang = 2.f*F_PI / (float) ( numObjects - 1 );
float ang = 0.;
for( int i = 0; i < numObjects; i++ )
{
    float x = xc + radius * cosf(ang);
    float y = yc + radius * sinf(ang);
    float t = (float)i / (float)(numObjects-1); // 0.-1.
    float red = t; // ramp up
    float blue = 1.f - t; // ramp down
    glColor3f red, 0., blue );
    Circle( x, y, r, numSegs );
    ang += dang;
}
```
By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

In your sample.cpp file, we have some code that looks like this:

```cpp
float Time; // global variable intended to lie between [0.,1.)

... const int MS_PER_CYCLE = 10000; // 10000 milliseconds = 10 seconds

... // in Animate( ):
int ms = glutGet(GLUT_ELAPSED_TIME);
ms %= MS_PER_CYCLE;
    // makes the value of ms between 0 and MS_PER_CYCLE-1
Time = (float)ms / (float)MS_PER_CYCLE;
    // makes the value of Time between 0. and slightly less than 1.
```
By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

The sine function goes from -1. to +1., and does it very smoothly

\[ y = \sin(2. \pi \times Time) \]
By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

Sine functions produce a smoother set of motions than linear functions do (that's why we use them):

Sine function

Linear function

Linear function tries to produce infinite acceleration at these two locations.
Increasing the Amplitude, Increasing the Frequency

\[ \sin(2 \pi \times \text{Time}) \]
\[ 2 \times \sin(2 \pi \times \text{Time}) \]
\[ \sin(2 \times (2 \pi \times \text{Time})) \]

Time
Increasing the Amplitude, Increasing the Frequency

$A \times \sin(F \times (2. \pi \times Time))$

Changing this number changes the Amplitude

Changing this number changes the Frequency
Oscillating Motion

Let’s say you want a block to oscillate back and forth in x:

This code would cause it to do that:

```c
// in Display()
float x = X*sin(F*(2.*π*Time))
... 
glTranslatef(x, 0., 0.);
glCallList(BlockList);
```
Let’s say you want a block to rock back and forth:

This code would cause it to do that:

```c
// in Display( ):  
float theta = 45.f * sin(F *(2.* π * Time) ) 
...  
glRotatef( theta, 0., 0., 1. );  
glCallList( BlockList );
```