Sines and Cosines for Animating Computer Graphics

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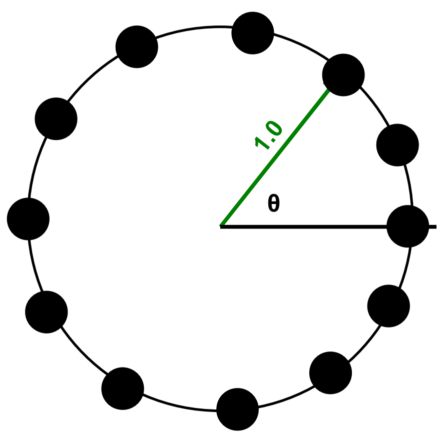
SinesAndCosines.pptx

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 **θ.**

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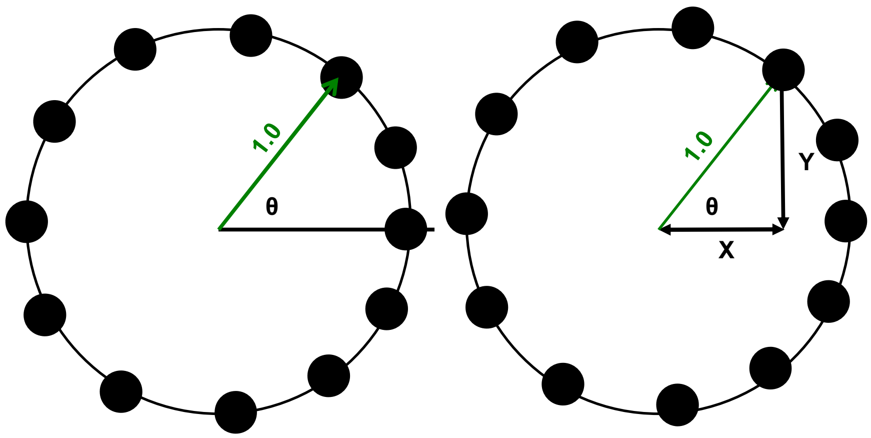
First, We Need to Understand Something about Angles



One of the things we notice is that each angle **θ** has a unique **X** and **Y** that goes with it.

These are different for each **θ**.

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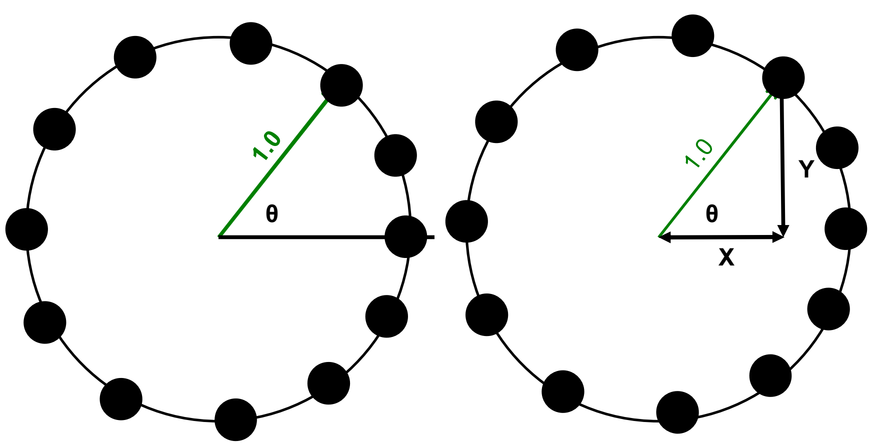
First, We Need to Understand Something about Angles



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

They called the X values **cosines** and the Y values **sines**. These are abbreviated cos and sin.

$$\cos\theta = X$$
$$\sin\theta = Y$$

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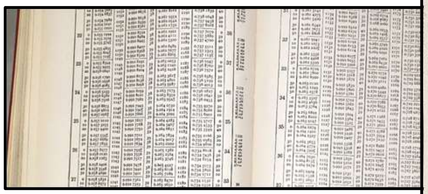
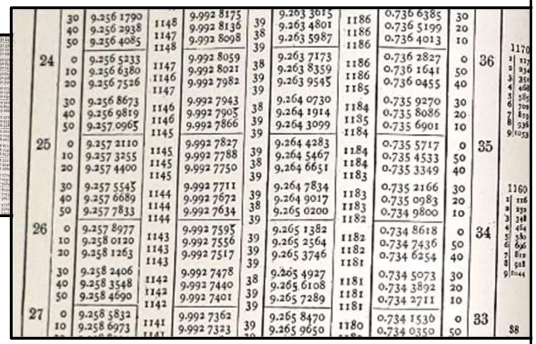
How People used to Lookup Sines and Cosines – Yuch! Fortunately We Now Have Calculators and Computers

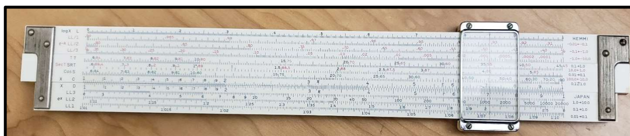
5

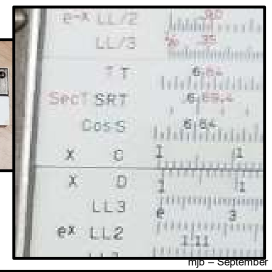
Book of sines and cosines





Slide rule





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5

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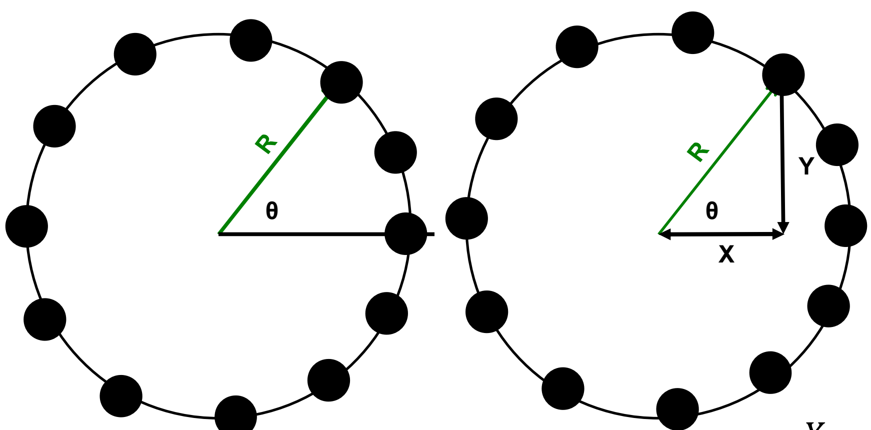
6



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

$$\cos\theta = \frac{X}{R}$$

$$\sin\theta = \frac{Y}{R}$$

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6

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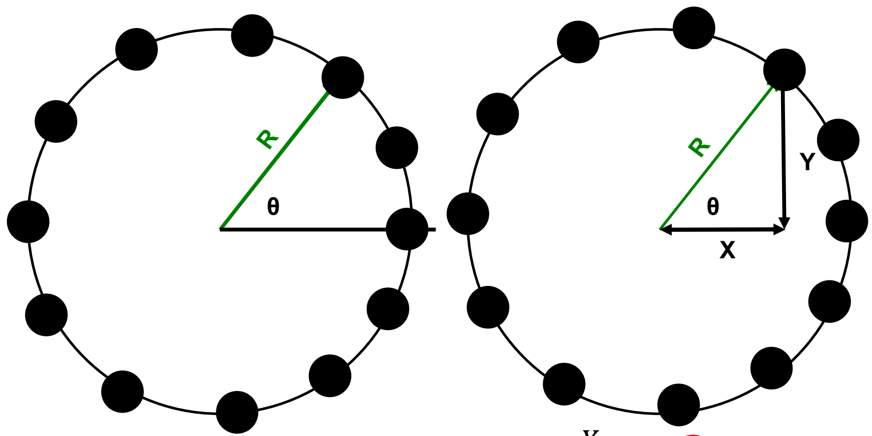


So, if we know the circle Radius, and we march through a bunch of θ angles, we can determine all of the X's and Y's that we need to draw a circle.

$$\cos\theta = \frac{X}{R}$$

$$\sin\theta = \frac{Y}{R}$$

$$X = R * \cos\theta$$

$$Y = R * \sin\theta$$

Draw to this point

Thus, We Could Create Our Very Own Circle-Drawing Function

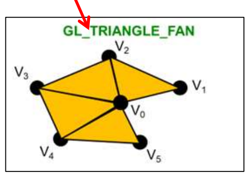
Circle center

Circle radius

```
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 2π 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!

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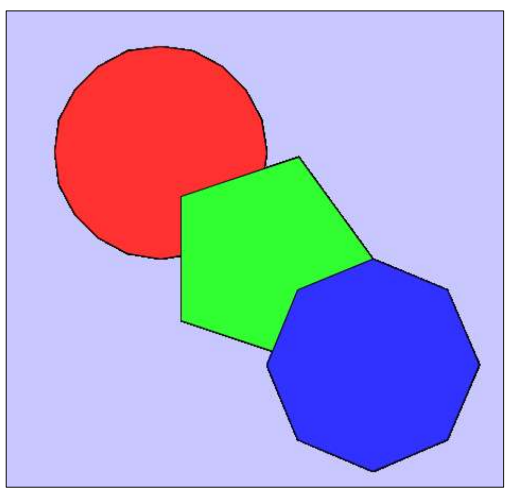
Circles and Pentagons and Octagons, Oh My!

```
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 )
```



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Easy as π: M_PI vs. F_PI

The math.h include file has a definition of π that looks like this:

```
#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:

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

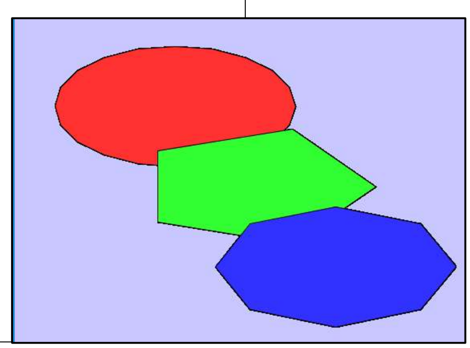
I use the *F_* version a lot because it keeps VS quiet. You can use either.

And, there is no reason the X and Y radii need to be the same…

```
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( );
}
```



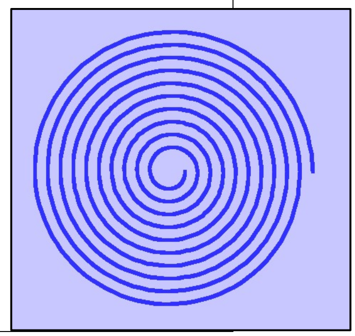
13

There is also no reason we can't gradually change the radius …

```
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( );
}
```



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14

Parametric Linear Interpolation (Blending)

What's this code all about?

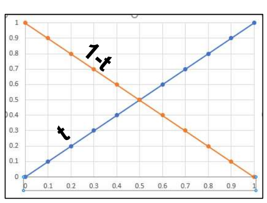
```
float t = (float)i / (float)numsegs;                 // 0.-1.
float newrad = (1.-t)*r0 + t*r1;
```

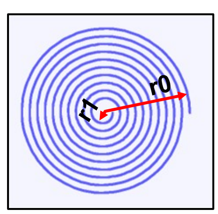
In computer graphics, we do a lot of linear interpolation between two input values. Here is a good way to do that:

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.





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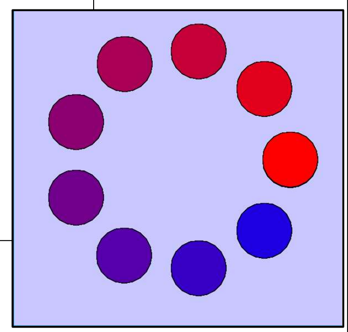
We Can Also Use This Same Idea to Arrange Things in a Circle and Linearly Blend Their Colors

15

```
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;
}
```



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15

By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

16

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

```
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.
```

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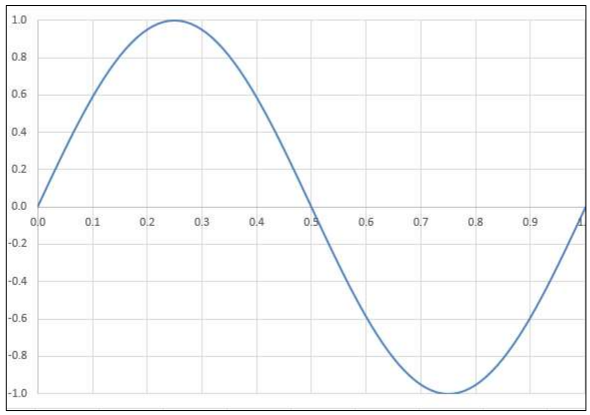
16

By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

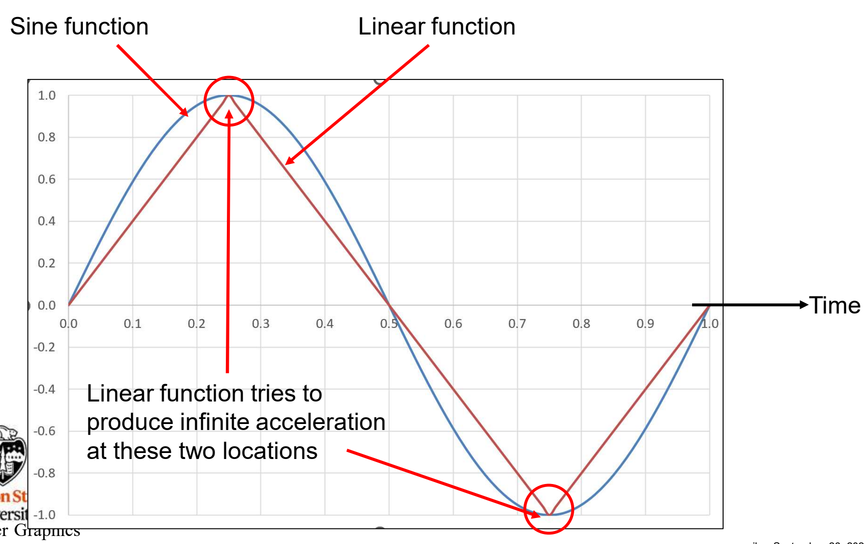
The sine function goes from -1. to +1., and does it very smoothly

$$y=sin(2.*\pi*Time)$$



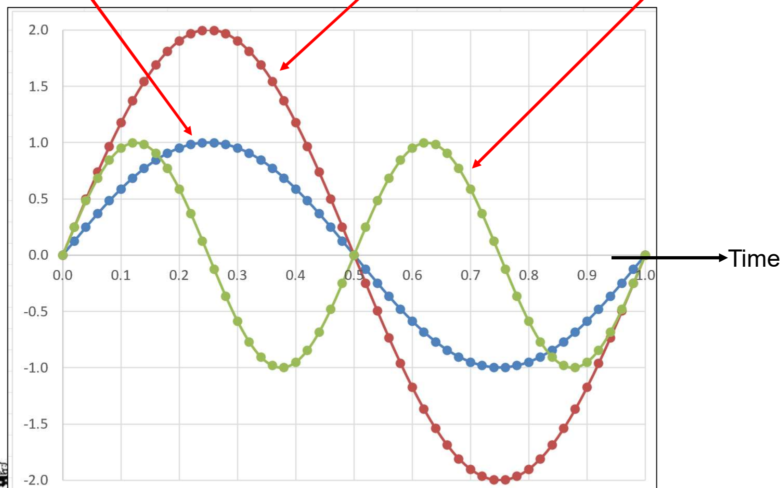
By Understanding what the Sine Function Looks Like, We Can Also Use it to Control Animations Based on Time

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



Increasing the Amplitude, Increasing the Frequency

$sin(2.* \pi * Time)$ $\quad$ $2.*sin(2.* \pi * Time)$ $\quad$ $sin(2.*(2.* \pi * Time))$



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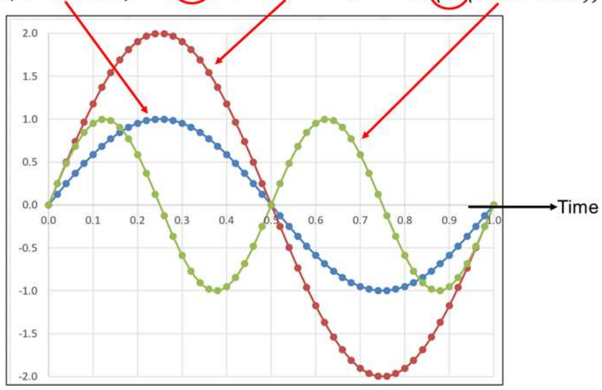
Increasing the Amplitude, Increasing the Frequency

$sin(2.* \pi * Time)$ $\quad$ $2.*sin(2.* \pi * Time)$ $\quad$ $sin(2.*(2.* \pi * Time))$



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

Changing this number changes the Amplitude

Changing this number changes the Frequency

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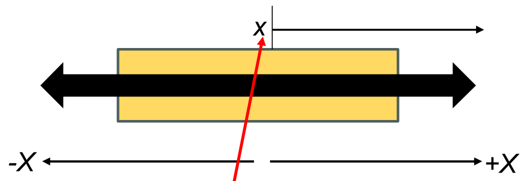
Oscillating Motion

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



This code would cause it to do that:

```
// in Display( ):
        float x = X*sin(F*(2.∗ π ∗ Time) )
        . . .
        glTranslatef( x, 0., 0. );
        glCallList( BlockList );
```

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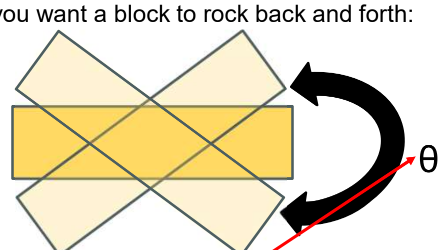
Rocking Motion

Let's say you want a block to rock back and forth:



This code would cause it to do that:

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

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