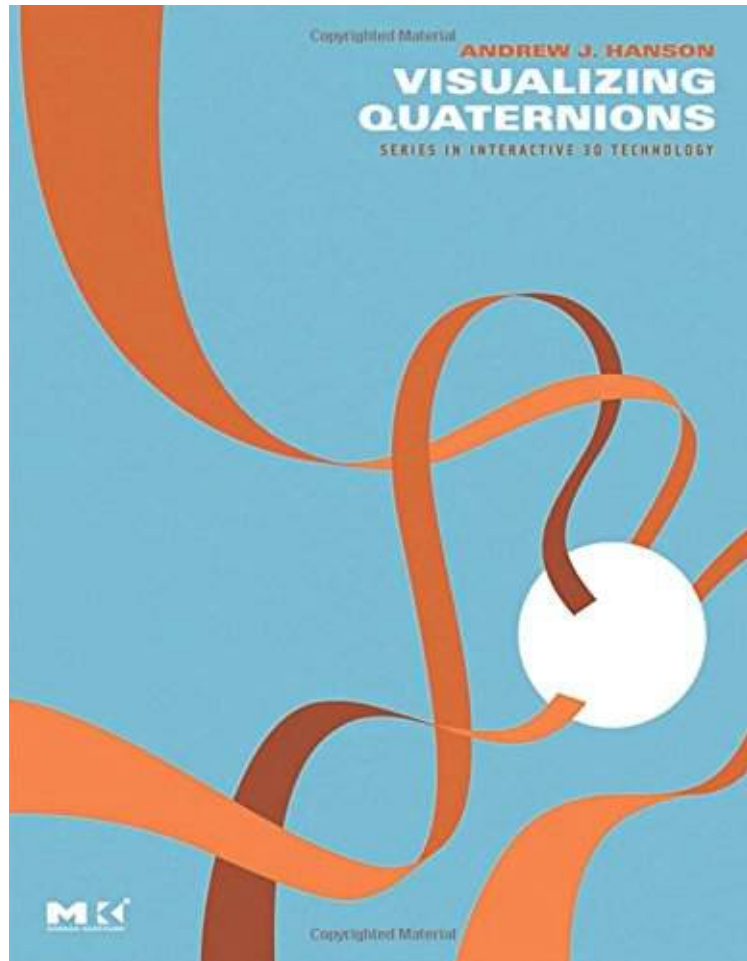


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# Visualizing Quaternions (The Morgan Kaufmann Series in Interactive 3D Technology)

*By Andrew J. Hanson*



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disappointing because it has an annoying alternating wide margin that is obviously to accommodate the binding in the printed version but is just distracting as heck in the electronic version Introduced 160 years ago as an attempt to generalize complex numbers to higher dimensions quaternions are now recognized as one of the most important concepts in modern computer graphics They offer a powerful way to represent rotations and compared to rotation matrices they use less memory compose faster and are naturally suited for efficient interpolation of rotations Despite this many practitioners have avoided quaternions because of the mathematics used to under ldquo Almost all computer graphics practitioners have a good grasp of the 3D Cartesian space However in many graphics applications orientations and rotations are equally important and the concepts and tools related to rotations are less well known Quater

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