

Assignment 8: Animations

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Graphing is an excellent way of representing information. However, static plots do not always emphasize certain graphical behavior, such as the deformation of a bouncing ball, as well as their animated counterparts.

A Maple animation is a sequence of plot frames displayed rapidly one after the other, similar to the action of movie frames.

Using Maple `animate` and `graph` two different plots of each of the following functions:

1) animation in Two Dimensions:

$$a \cos(u), \sin(u); \quad u = 0, \dots, 2\pi, \quad a = 0, \dots, 2;$$

2) animation in Three Dimensions:

$$\cos(tx)\sin(ty); \quad x = -\pi, \dots, \pi, \quad y = -\pi, \dots, \pi, \quad t = 1, \dots, 2.$$

Value of this assignment is 4 points (1 point is equal to 1 percent of your final mark).