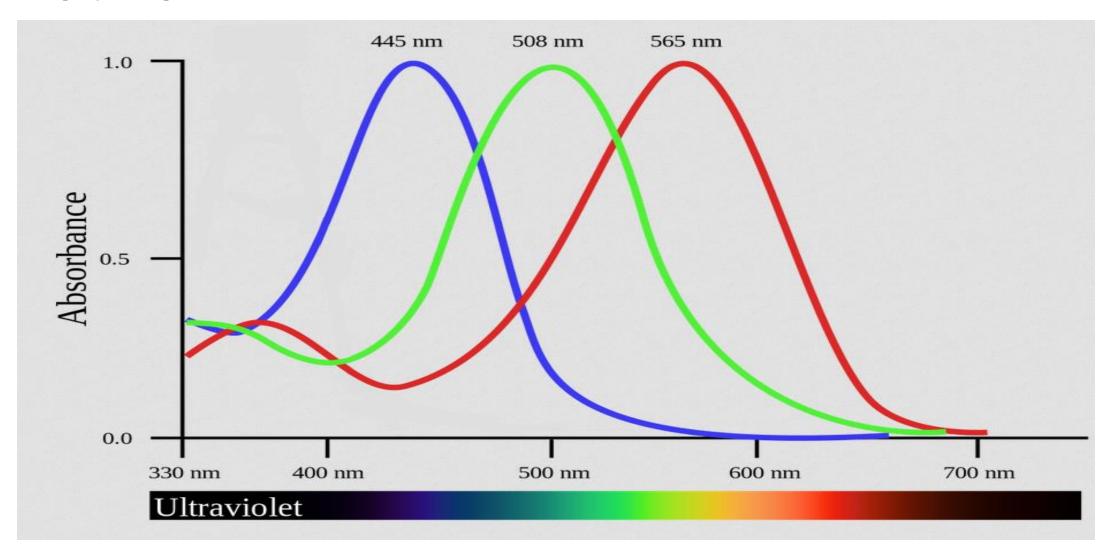
Numbers, Shapes, Colours & Sounds

A look at creating shapes, colours and sounds

The Colour Responses of Cones in the Retina



Don't Do This!

The quick brown fox jumps over the lazy dog

The quick brown fox jumps over the lazy dog

The quick brown fox jumps over the lazy dog

Using Blue Difference To Advantage

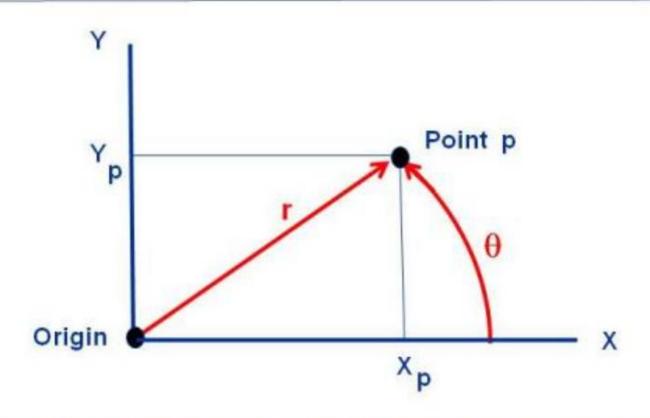


Clashing Colours

See how the red seems to float in front of the blue



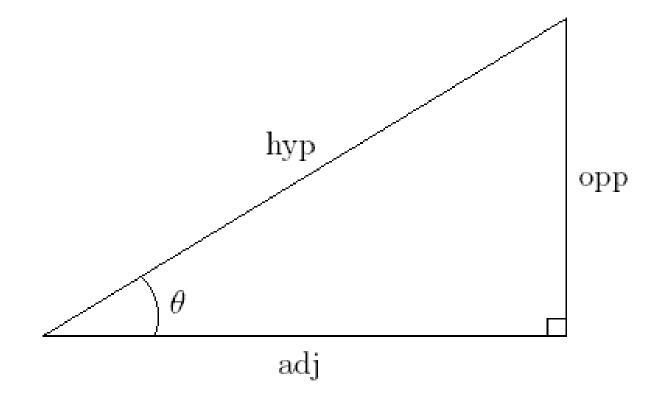
Rectangular and Polar Coordinates



Point p can be located relative to the origin by Rectangular Coordinates (X_p, Y_p) or by Polar Coordinates (r, θ)

Basic Trigonometry

sine θ = opp/hyp cosine θ = adj/hyp tangent θ = opp/adj



Adding waves for more interest

