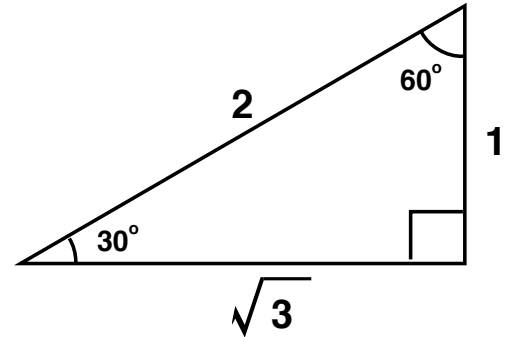
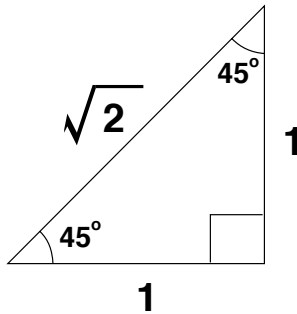
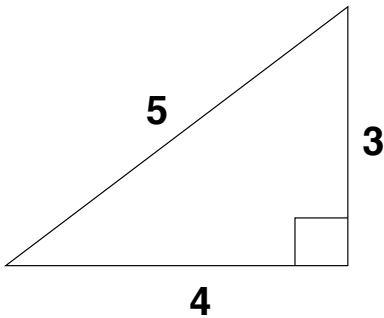


Important Right Triangles for Vector Operations



Remember:

$$\sqrt{2} \approx 1.4$$

$$\sqrt{3} \approx 1.7$$

”sin” is opposite projection; “cos” is adjacent projection

$$\sin (45^\circ) = \cos (45^\circ) = \frac{1}{\sqrt{2}} \approx 0.71$$

This means that for any ray at a 45° angle, the two projections are equal to each other and are a bit more than seven tenths the length of the ray.

$$\sin (30^\circ) = \frac{1}{2}$$

$$\sin (60^\circ) = \frac{\sqrt{3}}{2} \approx 0.87$$

$$\cos (30^\circ) = \frac{\sqrt{3}}{2} \approx 0.87$$

$$\cos (60^\circ) = \frac{1}{2}$$

For a ray at a 30° angle, the opposite projection is half the length of the ray. The adjacent projection is nearly nine tenths as long. For a 60° angle, this is reversed.