

ZERO ROBOTICS

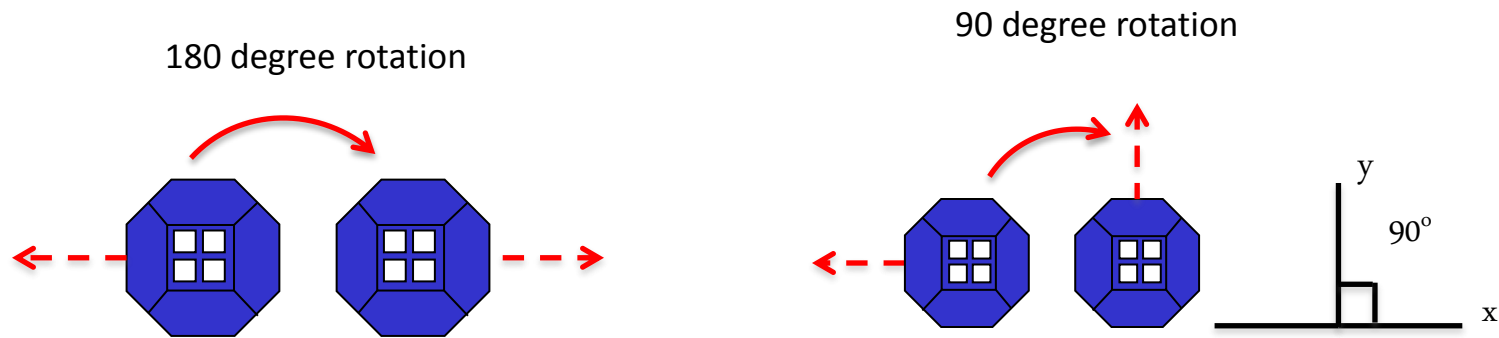
ISS PROGRAMING CHALLENGE

Rotation in 2-D



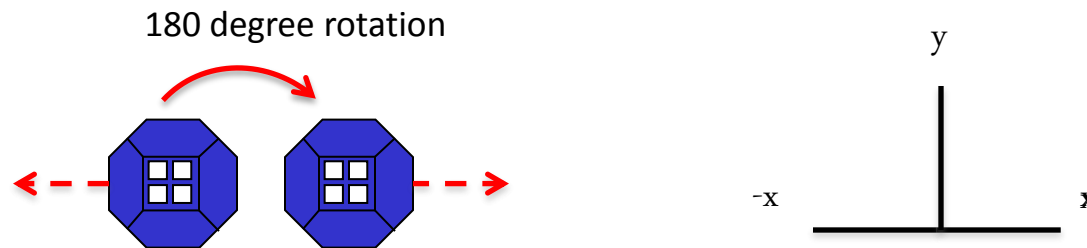


- Let's say you want to rotate your satellite so that it points in a new direction
- You will learn to rotate your satellite, either 90 degrees or 180 degrees to change the direction it is pointing
- Using a model of a SPHERES , try rotating the model to change the direction the SPHERES is pointing by 180 degrees or 90 degrees as shown in the pictures below





- To rotate 180 degrees:
- Example
 - The satellite is initially pointing in the negative x direction
 - Tell the satellite to point in the positive x direction





- To rotate 90 degrees
- Change the pointing direction from the x- axis to the y- axis
- Example:
 - The satellite is initially pointing in the negative x direction
 - Tell the satellite to point in the positive y direction

