ANIMATION AND MATH

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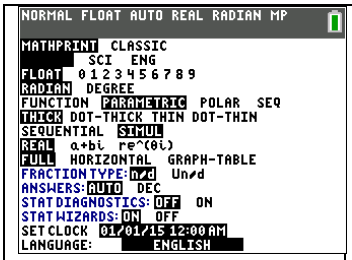
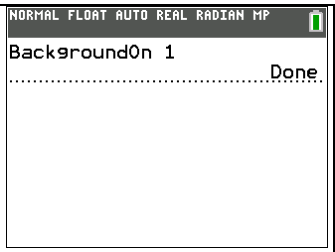
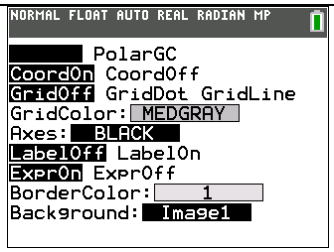


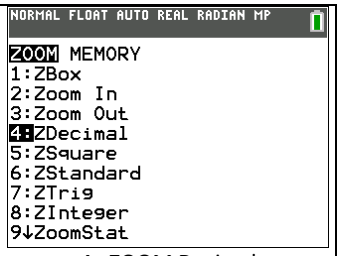
1. MODE: Parametric and Simultaneous Graphing



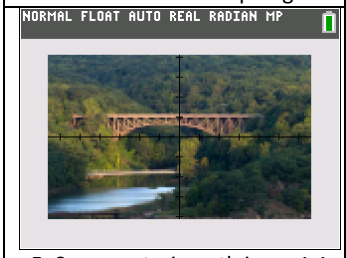
2. Use 2nd DRAW
1:BackgroundOn 1 for Image1



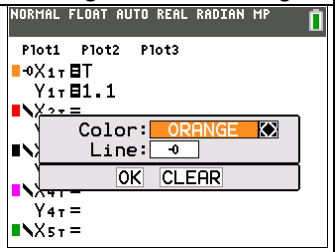
3. Check FORMAT settings.



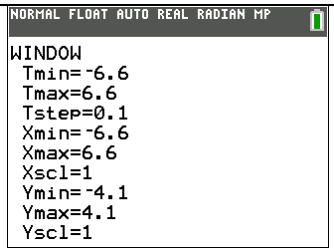
4. ZOOM Decimal



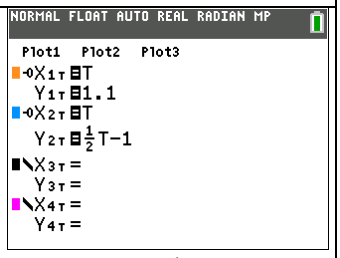
5. Suppose train path is $y = 1.1$



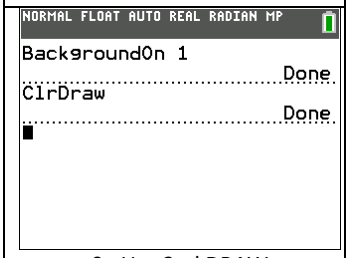
6. GraphStyle ORANGE & PATH



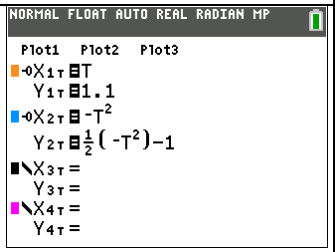
7. WINDOW Tmin=Xmin and Tmax = Xmax



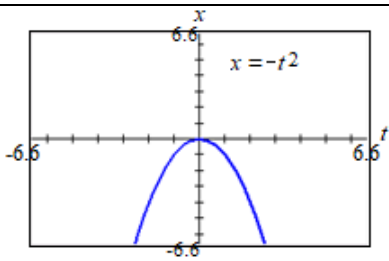
8. Boat path $y = \frac{1}{2}x - 1$ in LT BLUE & PATH. Use ALPHA [X,T,θ,n] for .



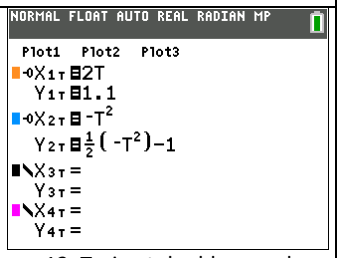
9. Use 2nd DRAW
1:ClrDraw to replay.
What's wrong?



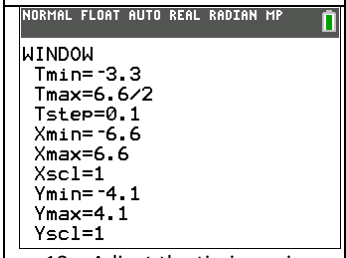
10. Boat can go forward and backward



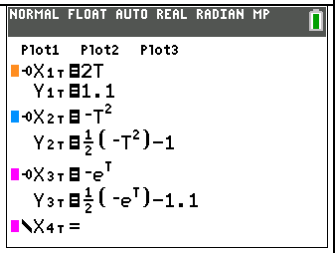
11. Boat does not appear on stage until about $t = -3$
(We want $-6.6 \le x \le 6.6$)



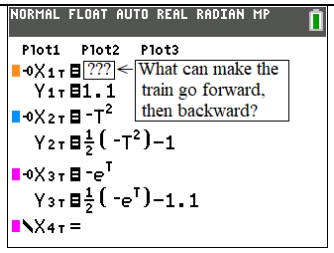
12. Train at double speed



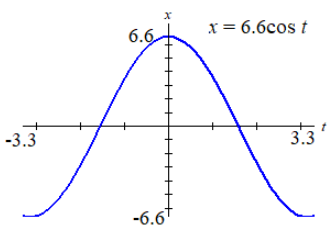
13. Adjust the timing using Tmin and Tmax



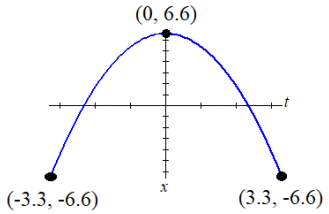
14. Add drama with two boats, one speeds up once it is chased.



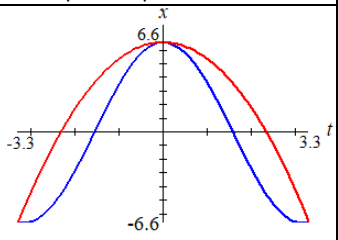
15. Many models are possible.



16. Try x = 6.6cost



17. Try this shifted upside down parabola $x = -\frac{40}{33}t^2 + 6.6$.



18. Compare the rates of change.

Use Emulator States on TI-SmartView™ to load different modeling scenarios.

Connect with Precalc curriculum: