

Virtual reality and animation for MATLAB® and simulink® users: visualization of dynamic models and control simulations

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Abstrak

Gives the reader hands on example-base experience for simulating dynamical models in MATLAB®/simulink® and animating them in VRML. More than 150 images describe each step in the model realizations helping readers to understand them visually. Diverse examples and profound problem treatment enable the reader to animate complex dynamical problems m-files, Simulink models, VRML files and jpegs available for download provide full solutions for the end-of-chapter problems Virtual Reality and Animation for MATLAB® and simulink® Users demonstrates the simulation and animation of physical systems using the MATLAB® virtual reality toolbox (virtual models are created in V-realm builder). The book is divided into two parts; the first addresses MATLAB® and the second Simulink®. The presentation is problem-based with each chapter teaching the reader a group of essential principles in the context of a step-by-step solution to a particular issue. Examples of the systems covered include mass-spring-dampers, a crank-slider mechanism and a moving vehicle.