

## **“Physics for Flash Games, Animation, and Simulations”**

*by Dev Ramtal and Adrian Dobre, published by Friends of ED, 2011*

### **Notes on the “Rotating Cube” simulation in chapter 15**

The PolyhedronRB class used in the “rotating cube” simulation in this chapter (and in the “airplane” simulation in Chapter 16) is adapted from a tutorial by Barbara Kaskosz on the Flash & Math website ([www.flashandmath.com](http://www.flashandmath.com)).

The tutorial contains much more detailed explanations on how the method works, and can be found at the following link:

<http://www.flashandmath.com/flashcs4/cs4simple3d/>