

Vectors

Create a vector v with components v_x , v_y , and v_z : $\mathbf{v} = \text{vec}(v_x, v_y, v_z)$

Calculate the magnitude of the vector: $\text{mag}(\mathbf{v})$

Create a unit vector in the direction of v : $\text{hat}(\mathbf{v})$

Creating 3D objects

Sphere: $\text{myball} = \text{sphere}(\text{pos}=\text{vector}(1,2,1), \text{radius}=0.5)$

Box: $\text{mybox} = \text{box}(\text{pos}=\text{vector}(x_0,y_0,z_0), \text{axis}=\text{vector}(a,b,c), \text{size}=\text{vector}(L,H,W))$

Arrow: $\text{myarrow} = \text{arrow}(\text{pos}=\text{vector}(0,2,1), \text{axis}=\text{vector}(5,0,0))$
(pos gives the location of the *tail* of the arrow, while axis gives the arrow *vector*)

Ring: $\text{myring} = \text{ring}(\text{pos}=\text{vector}(1,1,1), \text{axis}=\text{vector}(0,1,0), \text{radius}=0.5, \text{thickness}=0.1)$

Manipulating 3D objects

You can refer to any property of an object with $[\text{name of object}].[\text{property of object}]$. For example, you can obtain the position of the arrow created above via myarrow.pos .

You can also change properties of an object using the same syntax. For example, to change the color of the box above to magenta, use $\text{mybox.color} = \text{color.magenta}$.

You can give objects additional properties when you create them (*as long as there are no naming conflicts with default properties*). For example, we can associate a charge q with the sphere either when we create it via $\text{myball} = \text{sphere}(\text{pos}=\text{vector}(1,2,1), \text{radius}=0.5, \mathbf{q}=\mathbf{Q})$, or after the fact via $\text{myball.q} = \mathbf{Q}$.

Plotting data

Create a graph: $\text{mygraph} = \text{graph}(\text{title}=\text{'Your title here'}, \text{xtitle}=\text{'x-axis label'}, \text{ytitle}=\text{'y-axis label'}, \text{fast}=\text{False})$

Create a graphing object and attach it to your graph: $\text{mycurve} = \text{gcurve}(\text{graph}=\text{mygraph}, \text{color}=\text{color.cyan}, \text{label}=\text{'label'})$ (To create *dots* instead of a *line*, replace *gcurve* with *gdots*.)

You can specify other attributes of a graphing object such as its width (for a line) or radius (for dots) either when creating the object or afterwards. For example, to change the line thickness to 3 pixels, use $\text{mycurve.width} = 3$.

Add data to the graphing object and plot it: $\text{mycurve.plot}([[x_1,y_1], [x_2,y_2], \dots])$
(note that the data is given as a *list of [x,y] pairs*)

Additional Glowscript and VPython documentation can be found here:
<https://www.glowscript.org/docs/VPythonDocs/index.html>