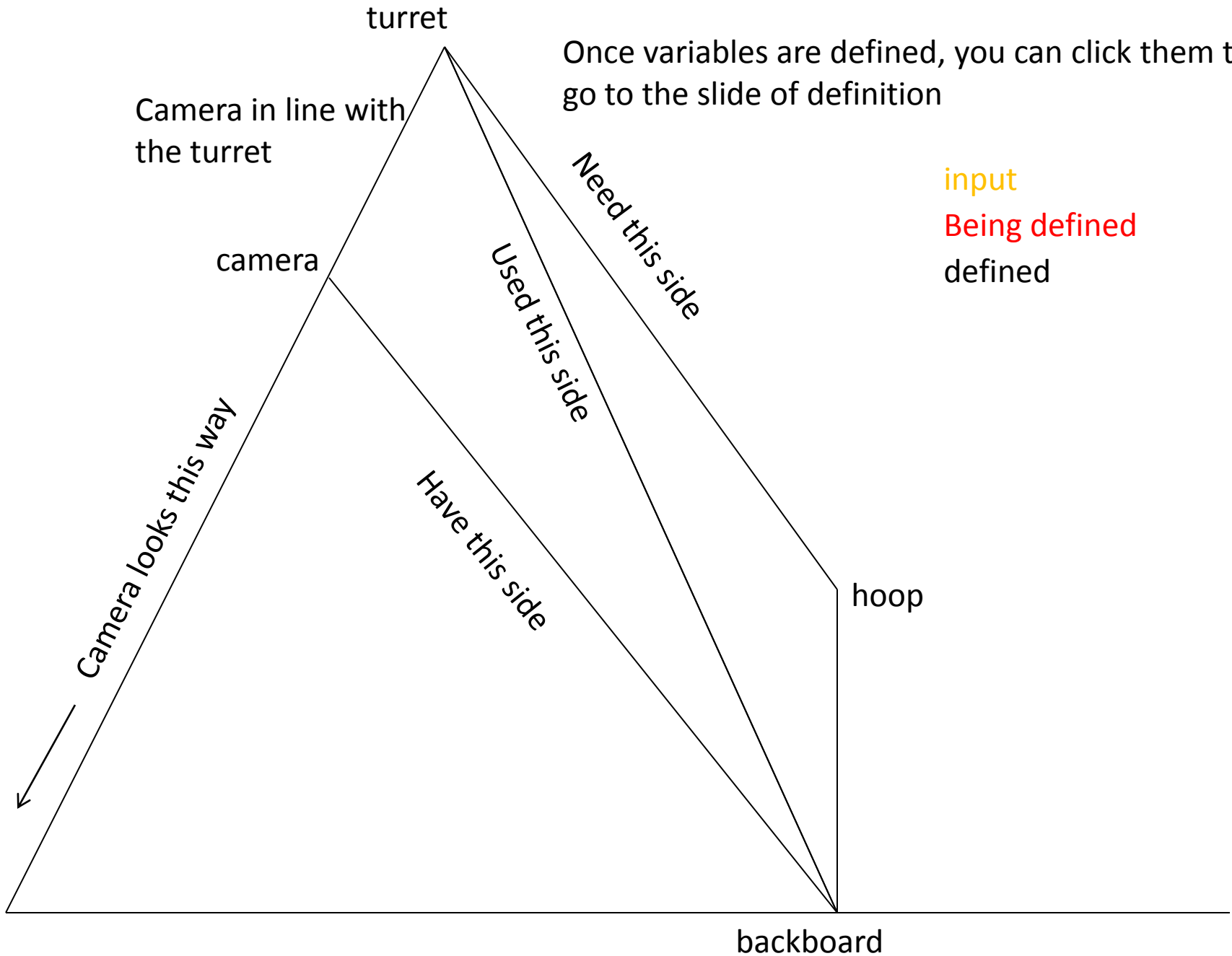


# Finding the Distance Between the Turret and the Hoop

- The camera finds the distance between the camera and the backboard. But, we want the distance from the turret to the hoop.
  - The camera is not always aligned with the turret and backboard with our design
  - Hoop is not always aligned with the turret and backboard.
- The next slides walk through the geometric steps that convert the given camera-backboard distance to the required turret-hoop distance.
  - The variables on each page are hyperlinked to their definitions... have fun.

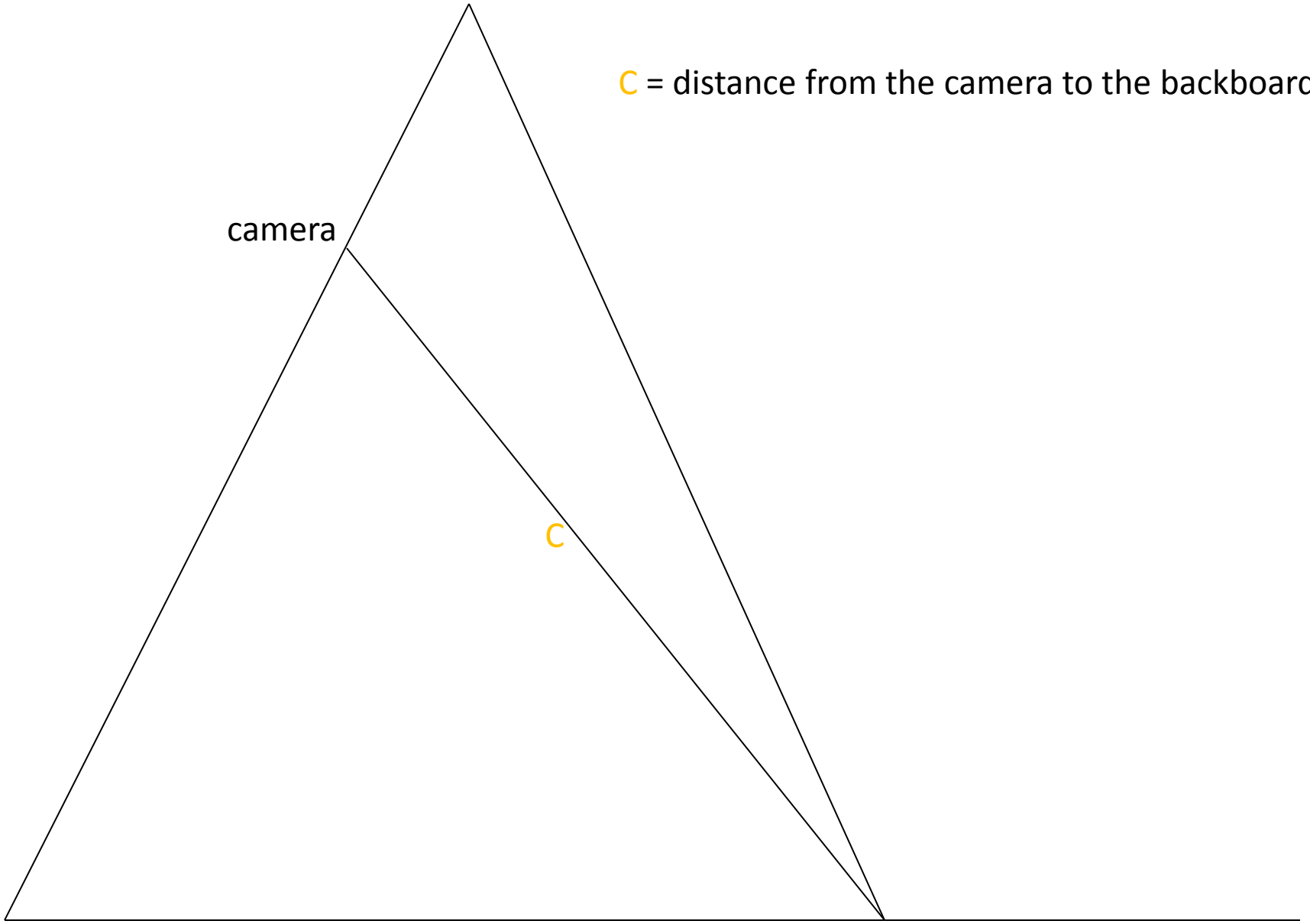


C = distance from the camera to the backboard

camera

C

backboard

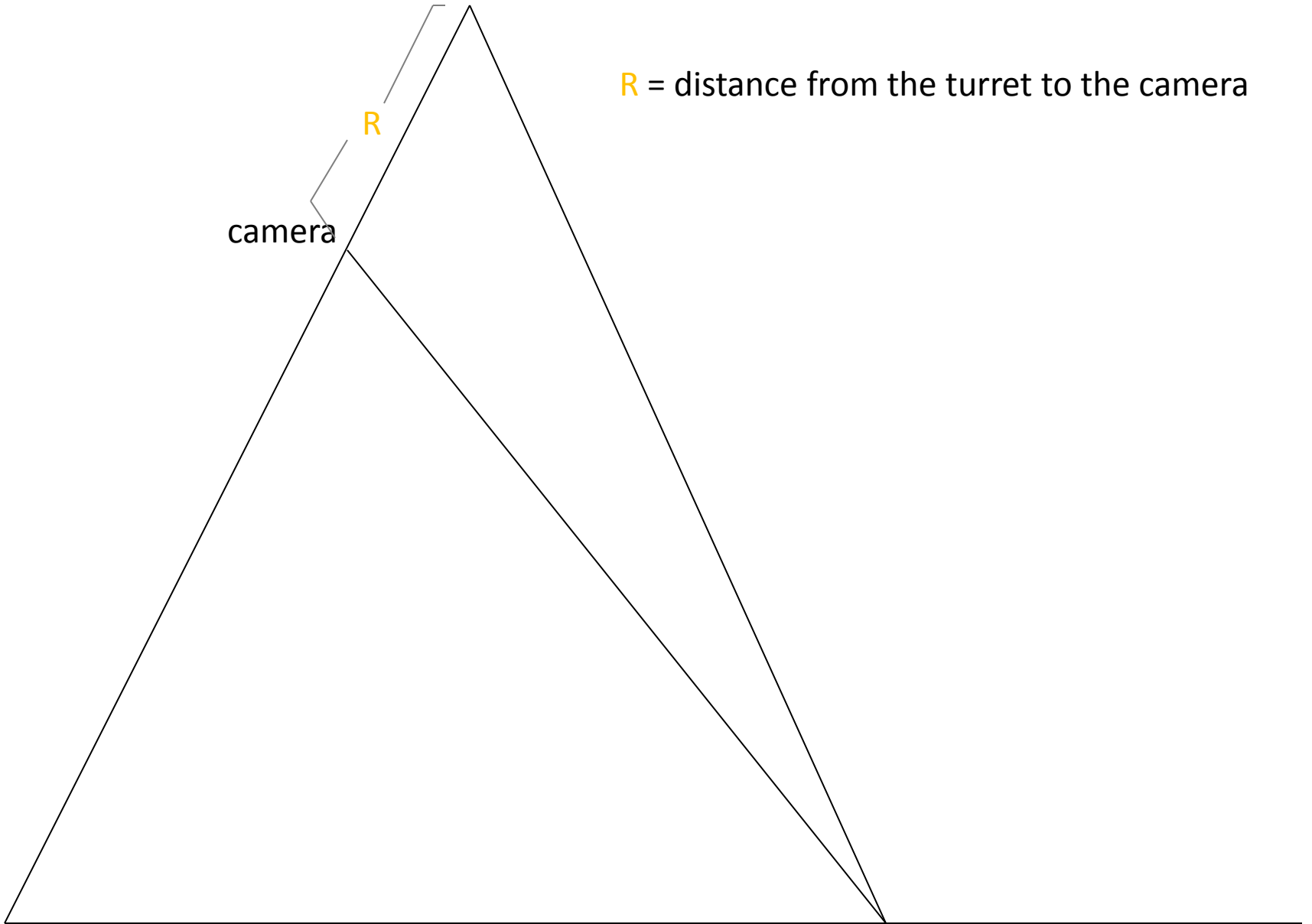


turret

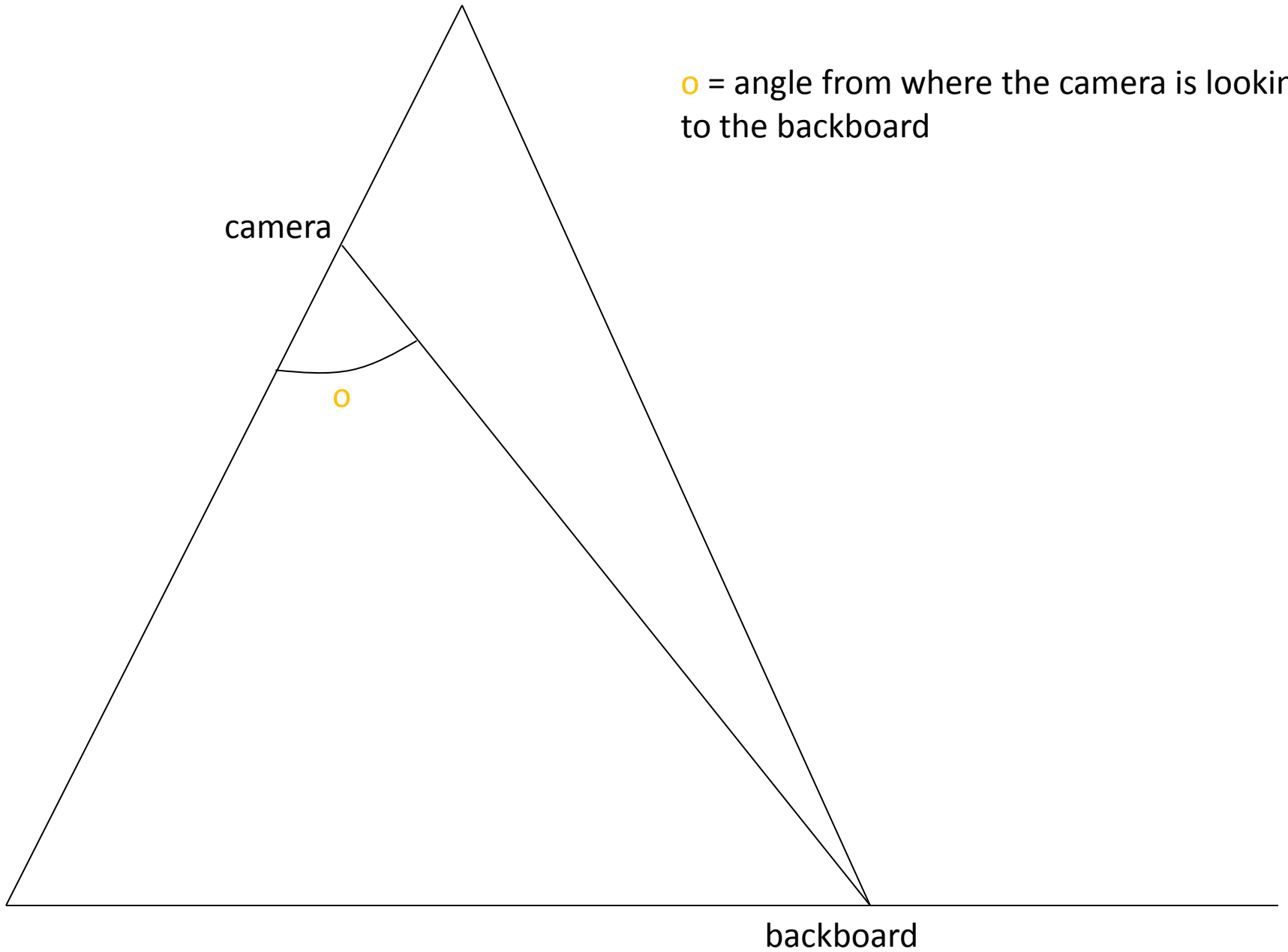
R = distance from the turret to the camera

R

camera



o = angle from where the camera is looking to the backboard

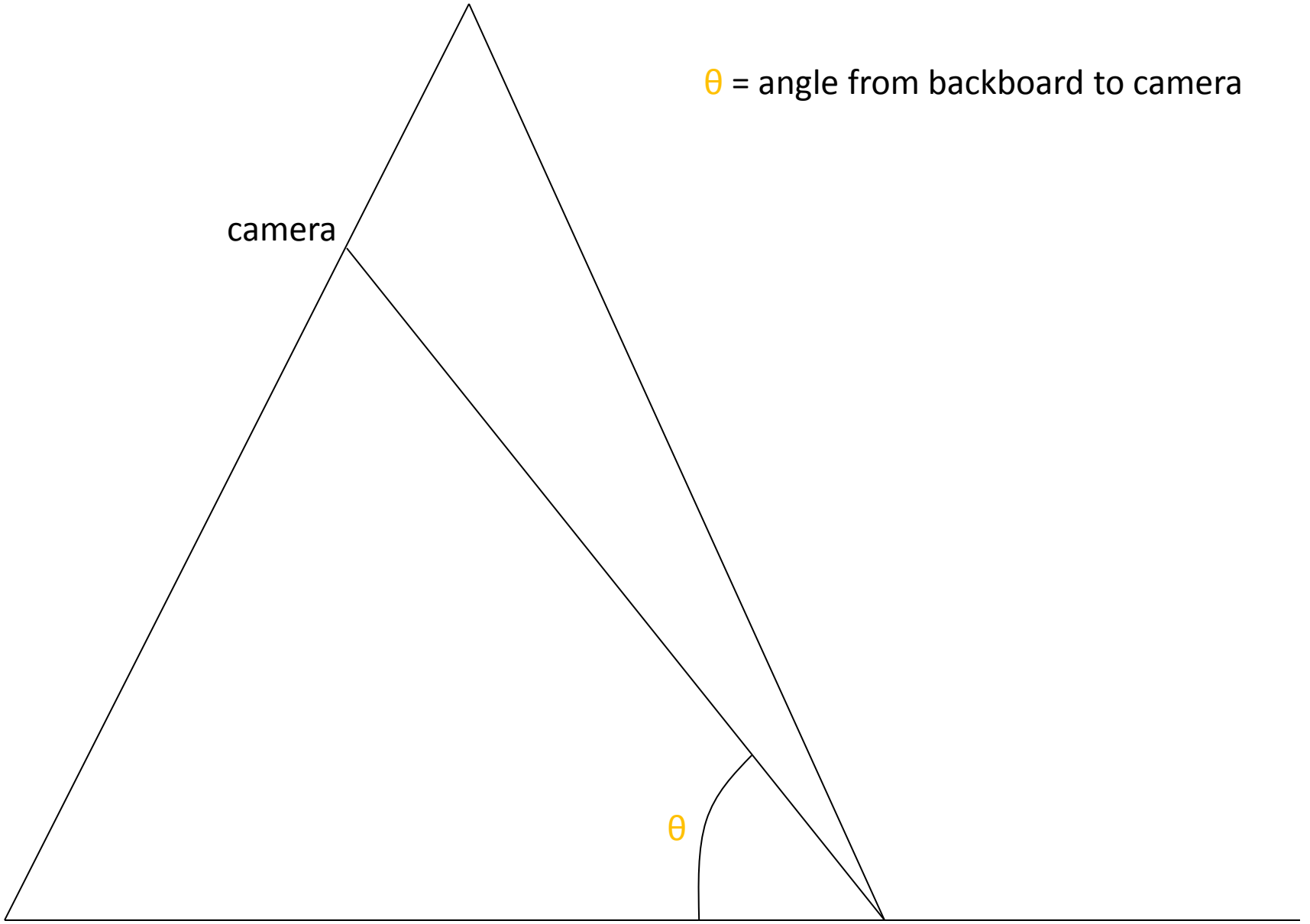


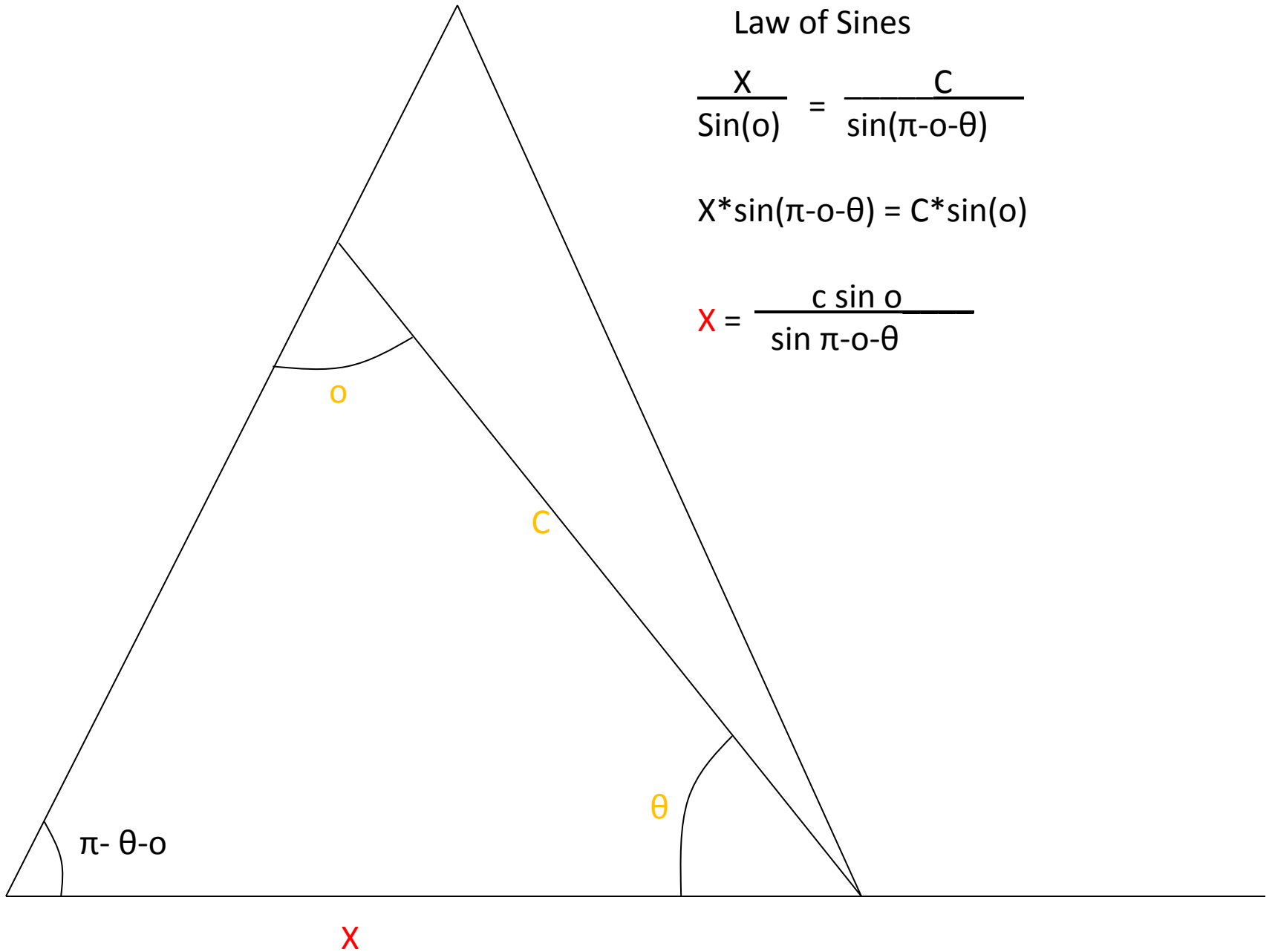
$\theta$  = angle from backboard to camera

camera

$\theta$

backboard





Law of Sines

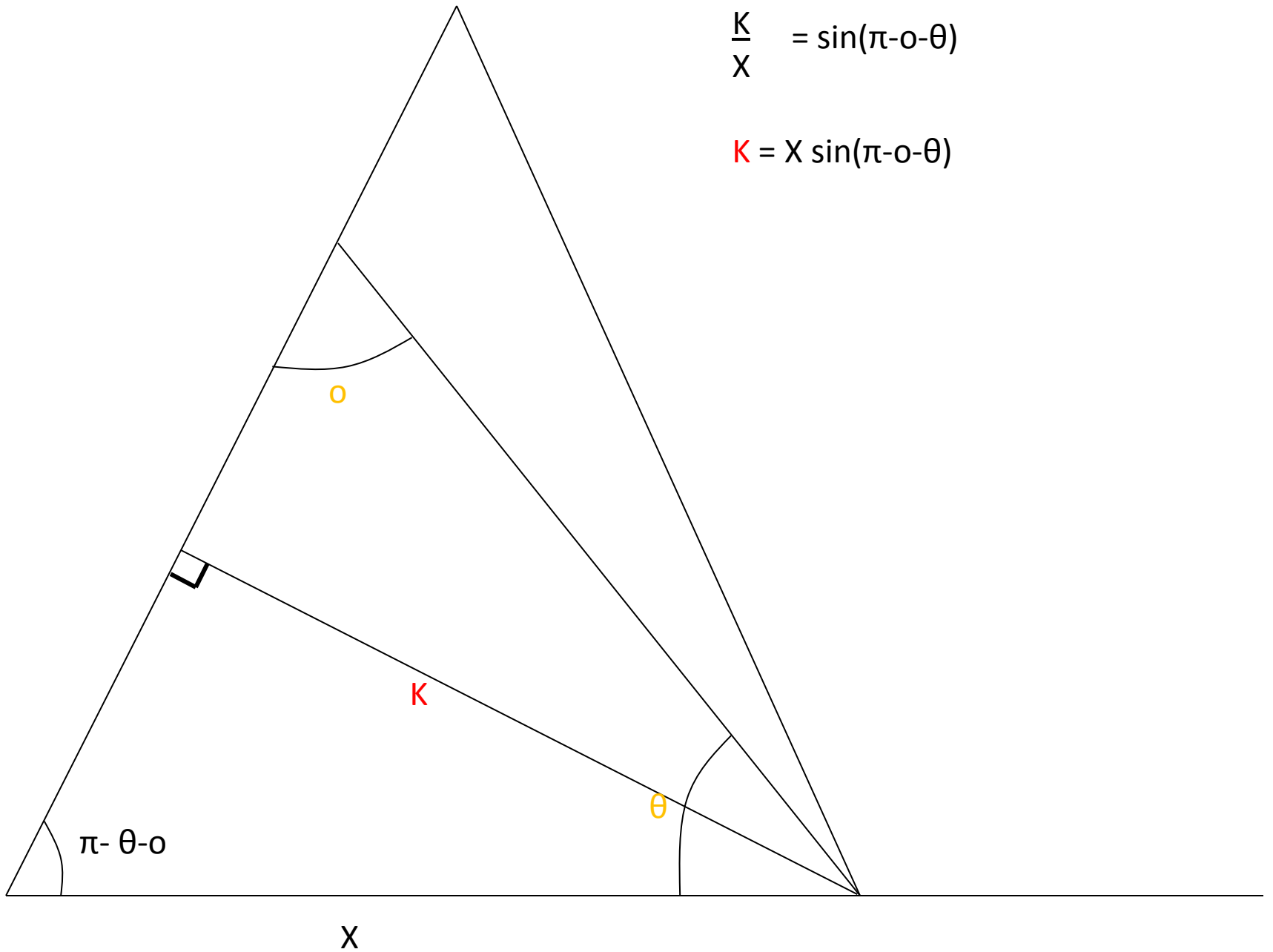
$$\frac{X}{\sin(o)} = \frac{C}{\sin(\pi - o - \theta)}$$

$$X \cdot \sin(\pi - o - \theta) = C \cdot \sin(o)$$

$$X = \frac{c \sin o}{\sin \pi - o - \theta}$$

$$\frac{K}{X} = \sin(\pi - \alpha - \theta)$$

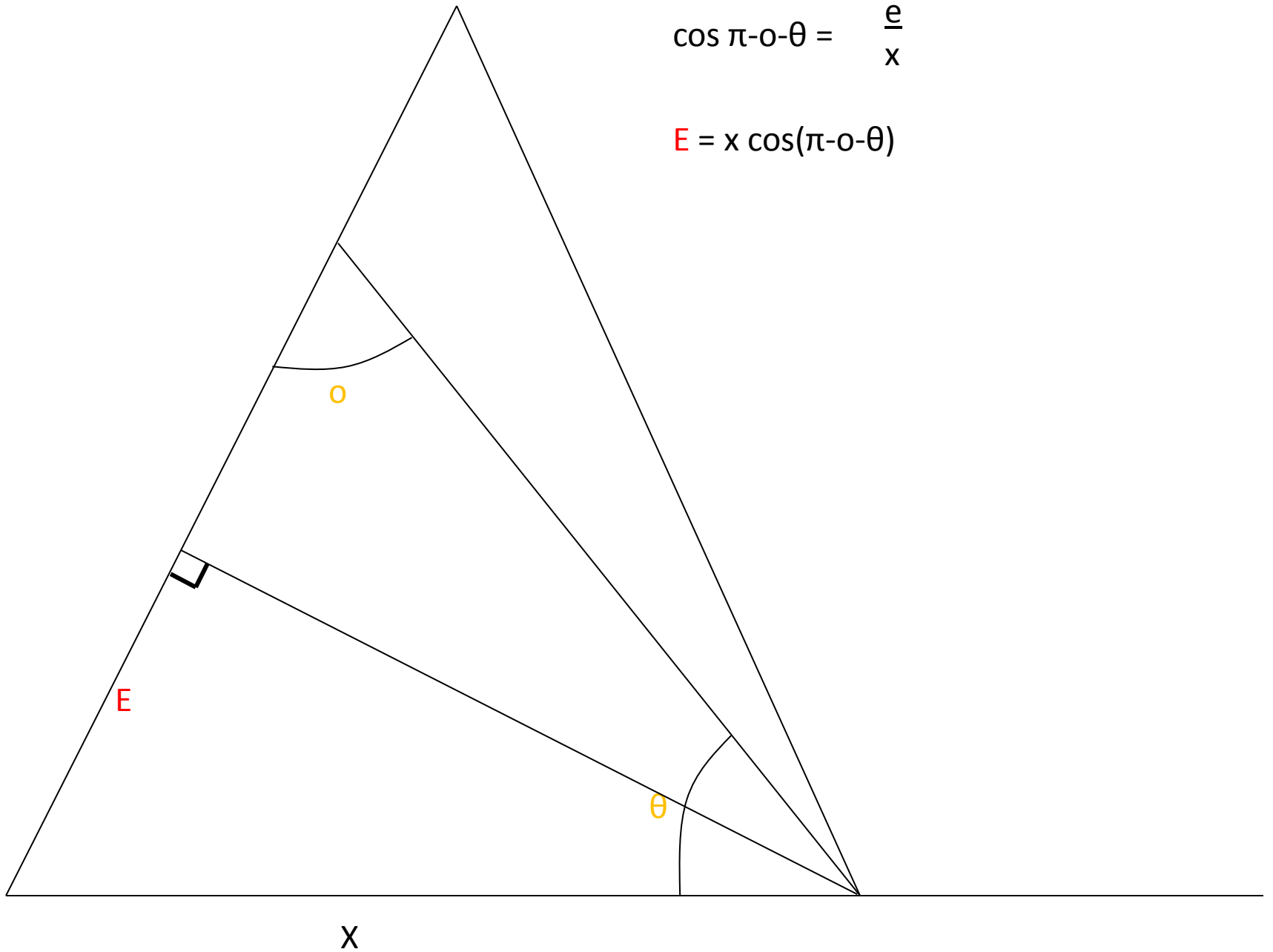
$$K = X \sin(\pi - \alpha - \theta)$$





$$\cos \pi - \theta = \frac{e}{x}$$

$$E = x \cos(\pi - \theta)$$

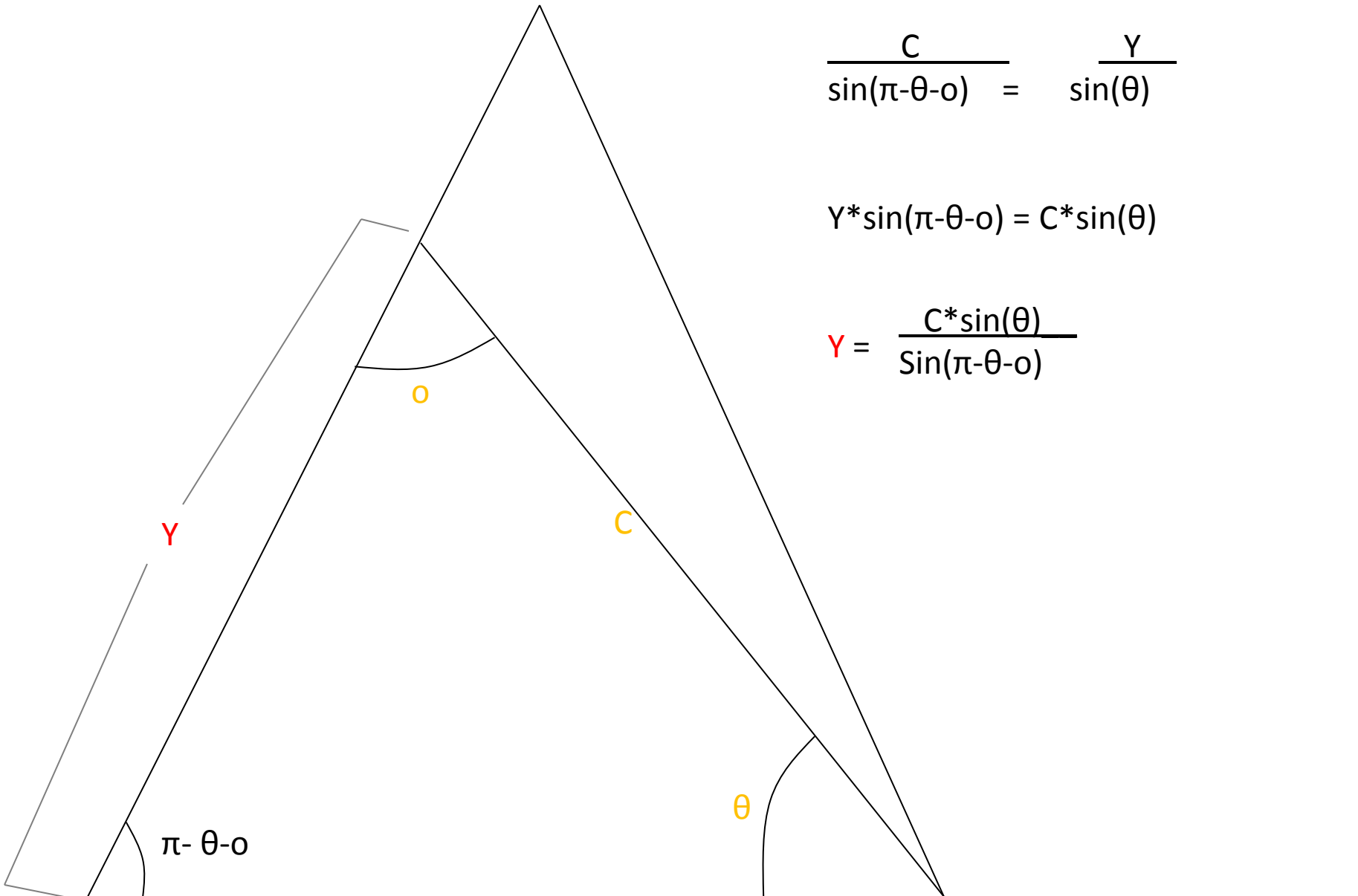


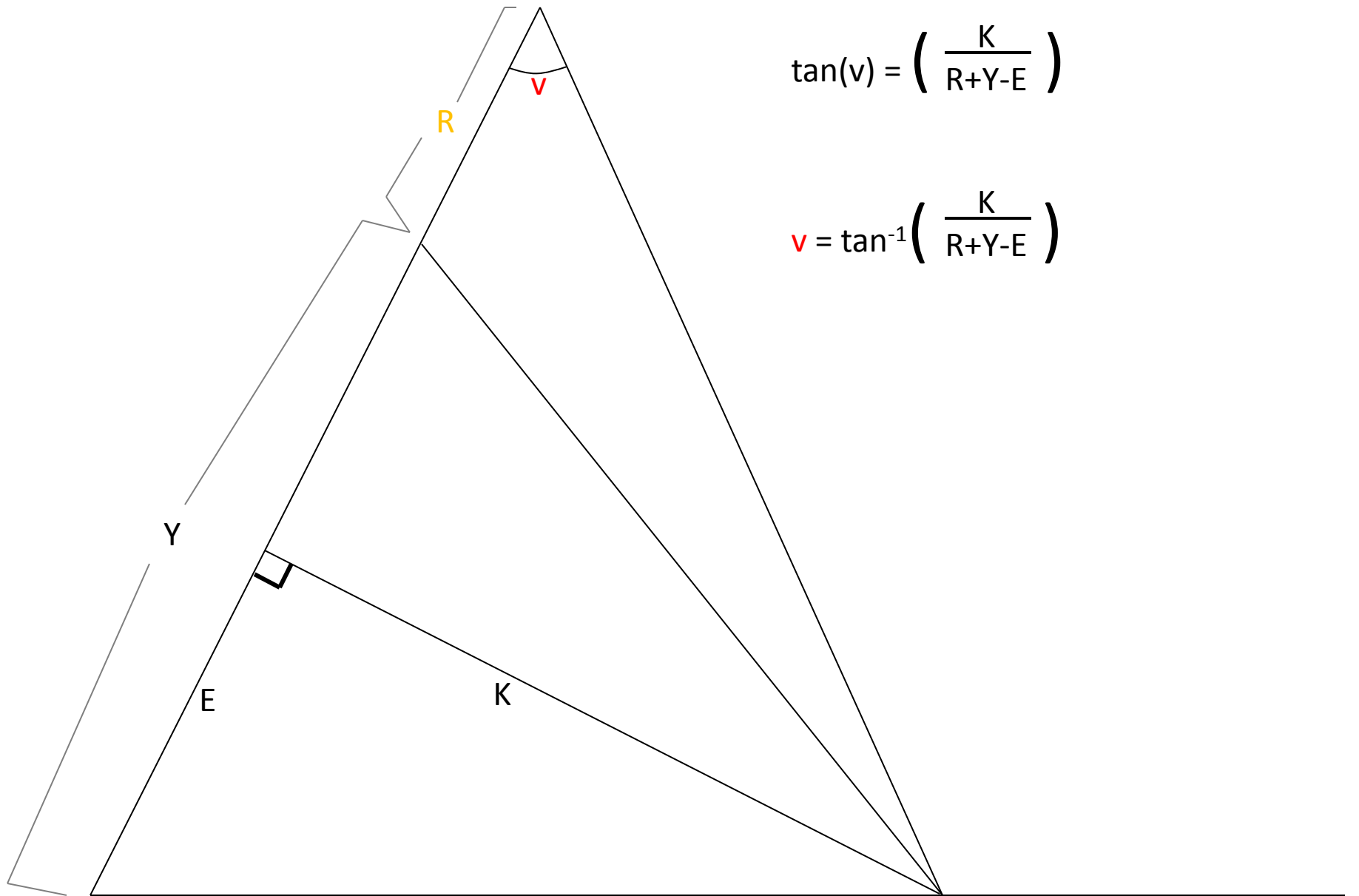
## Law of Sines

$$\frac{C}{\sin(\pi-\theta-o)} = \frac{Y}{\sin(\theta)}$$

$$Y \cdot \sin(\pi-\theta-o) = C \cdot \sin(\theta)$$

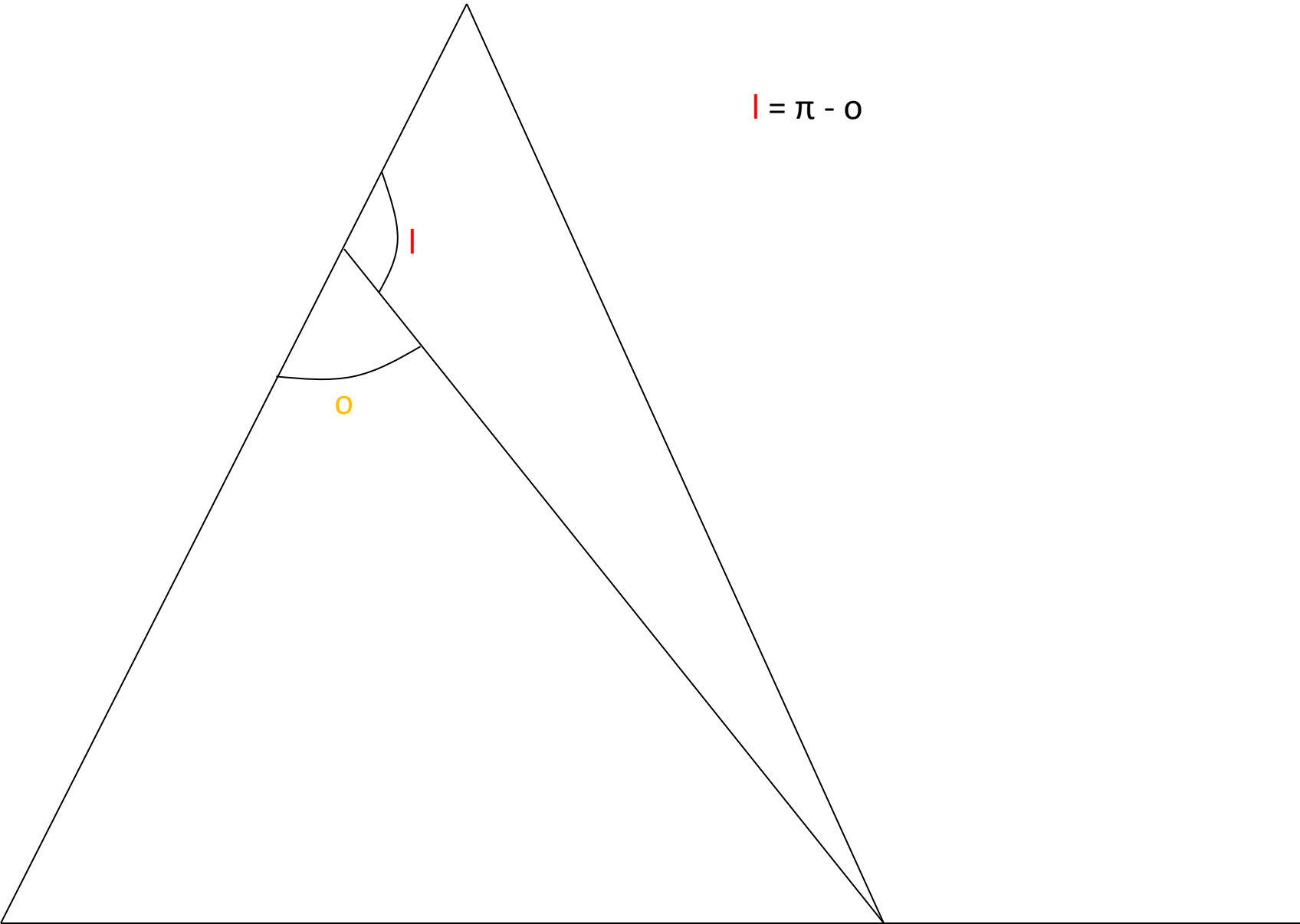
$$Y = \frac{C \cdot \sin(\theta)}{\sin(\pi-\theta-o)}$$





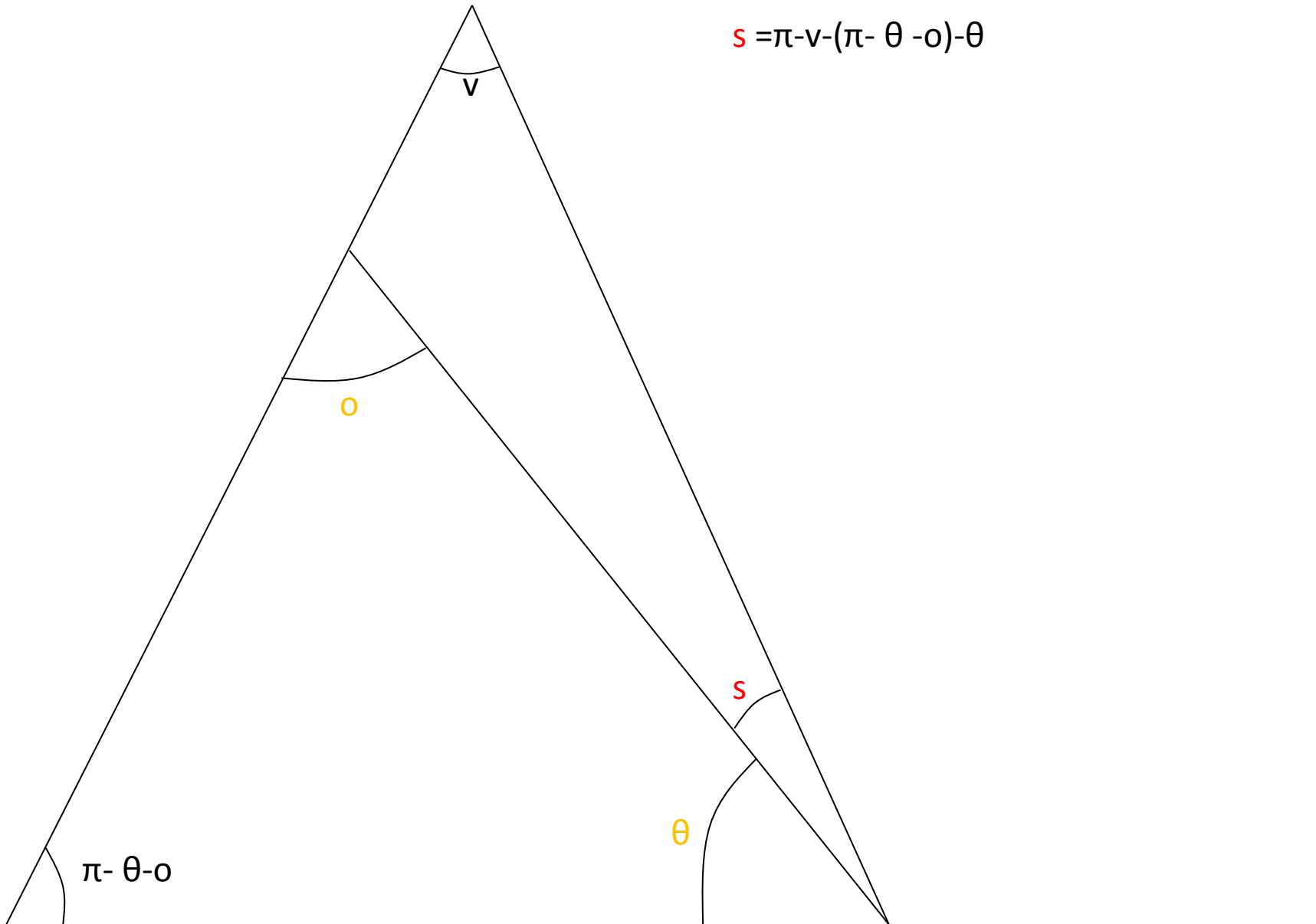
$$\tan(v) = \left( \frac{K}{R+Y-E} \right)$$

$$v = \tan^{-1} \left( \frac{K}{R+Y-E} \right)$$



$$I = \pi - O$$

$$s = \pi - v - (\pi - \theta - o) - \theta$$



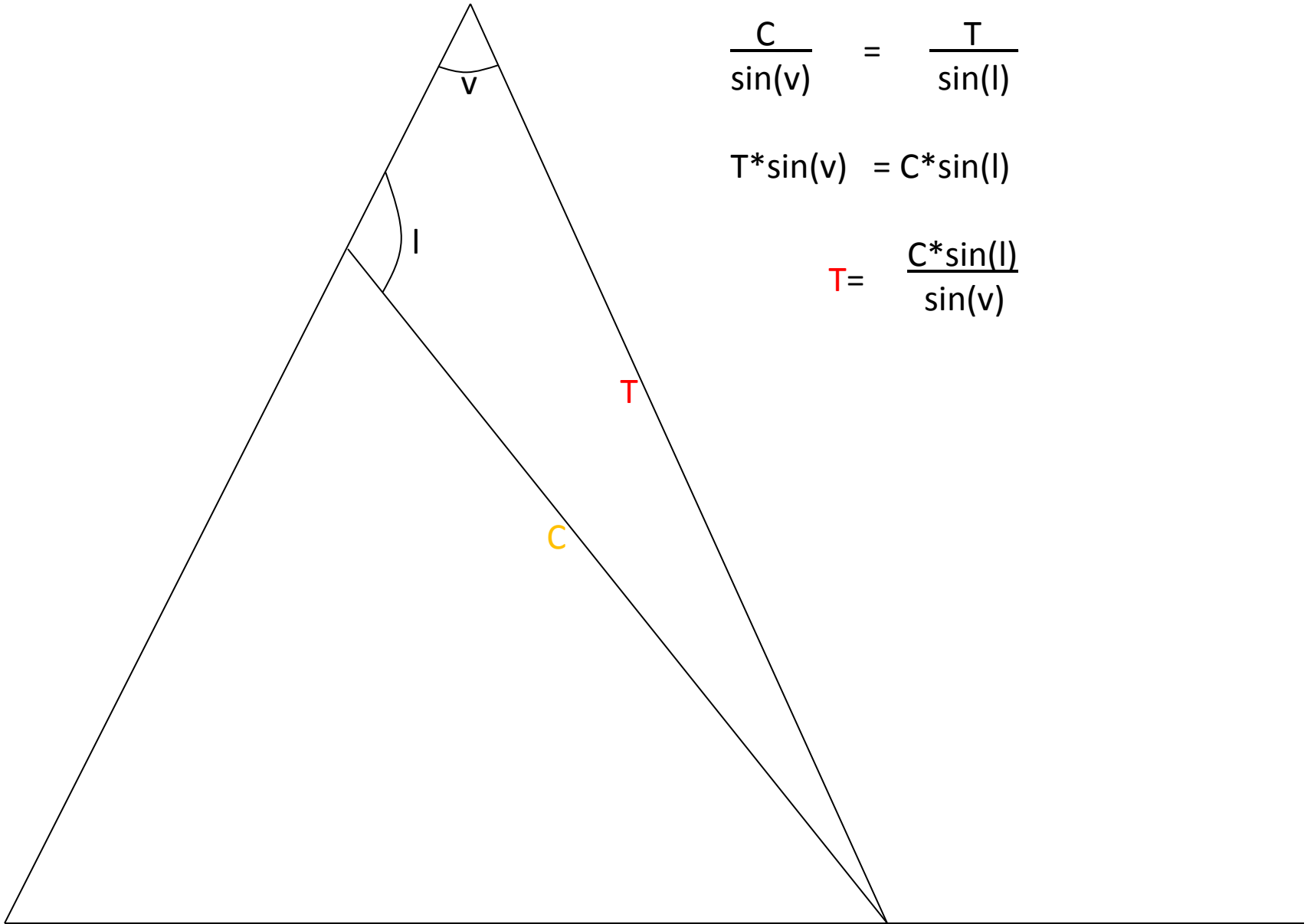
Turret

Law of Sines

$$\frac{C}{\sin(v)} = \frac{T}{\sin(l)}$$

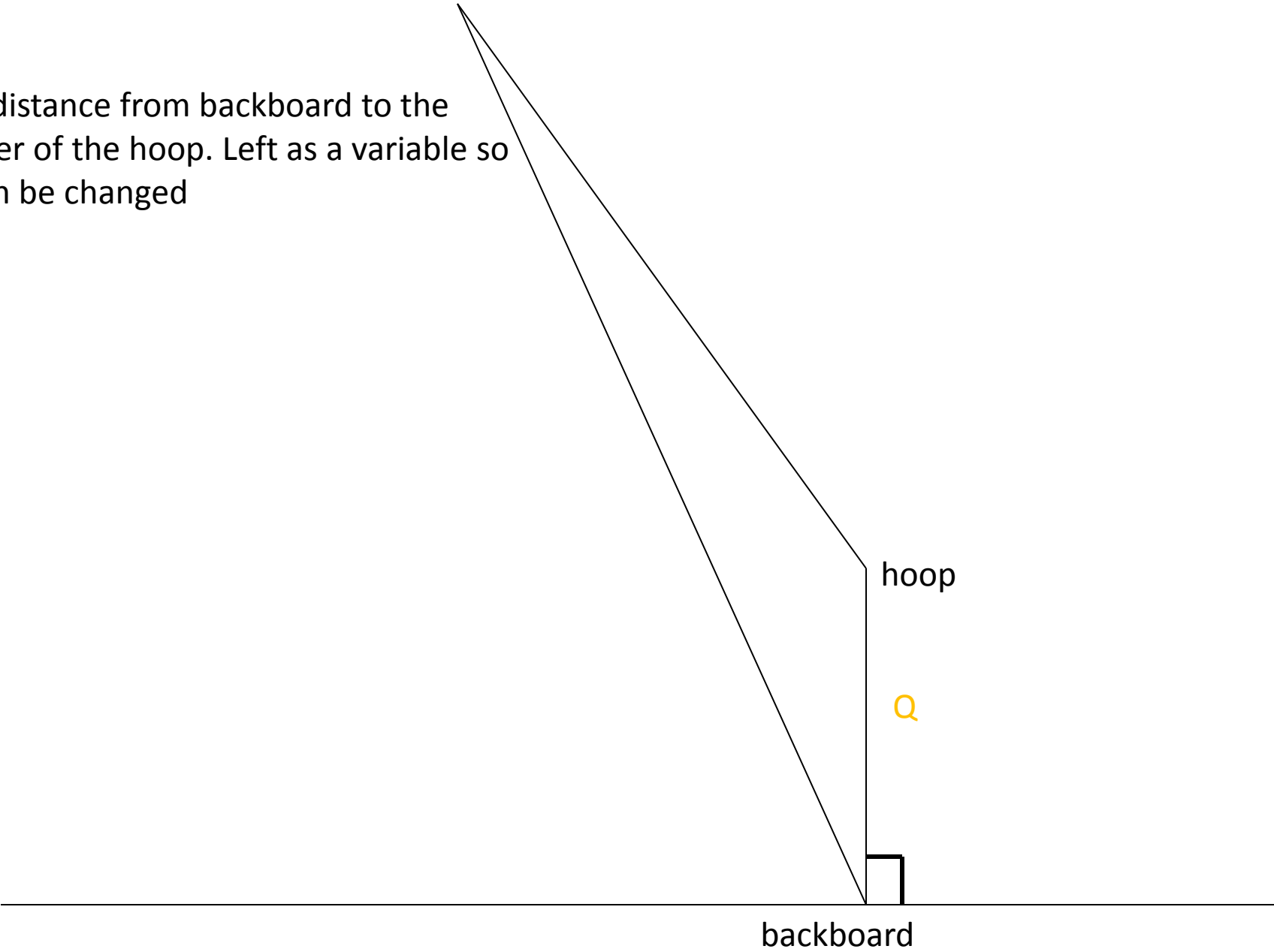
$$T \cdot \sin(v) = C \cdot \sin(l)$$

$$T = \frac{C \cdot \sin(l)}{\sin(v)}$$



backboard

$Q$  = distance from backboard to the center of the hoop. Left as a variable so it can be changed



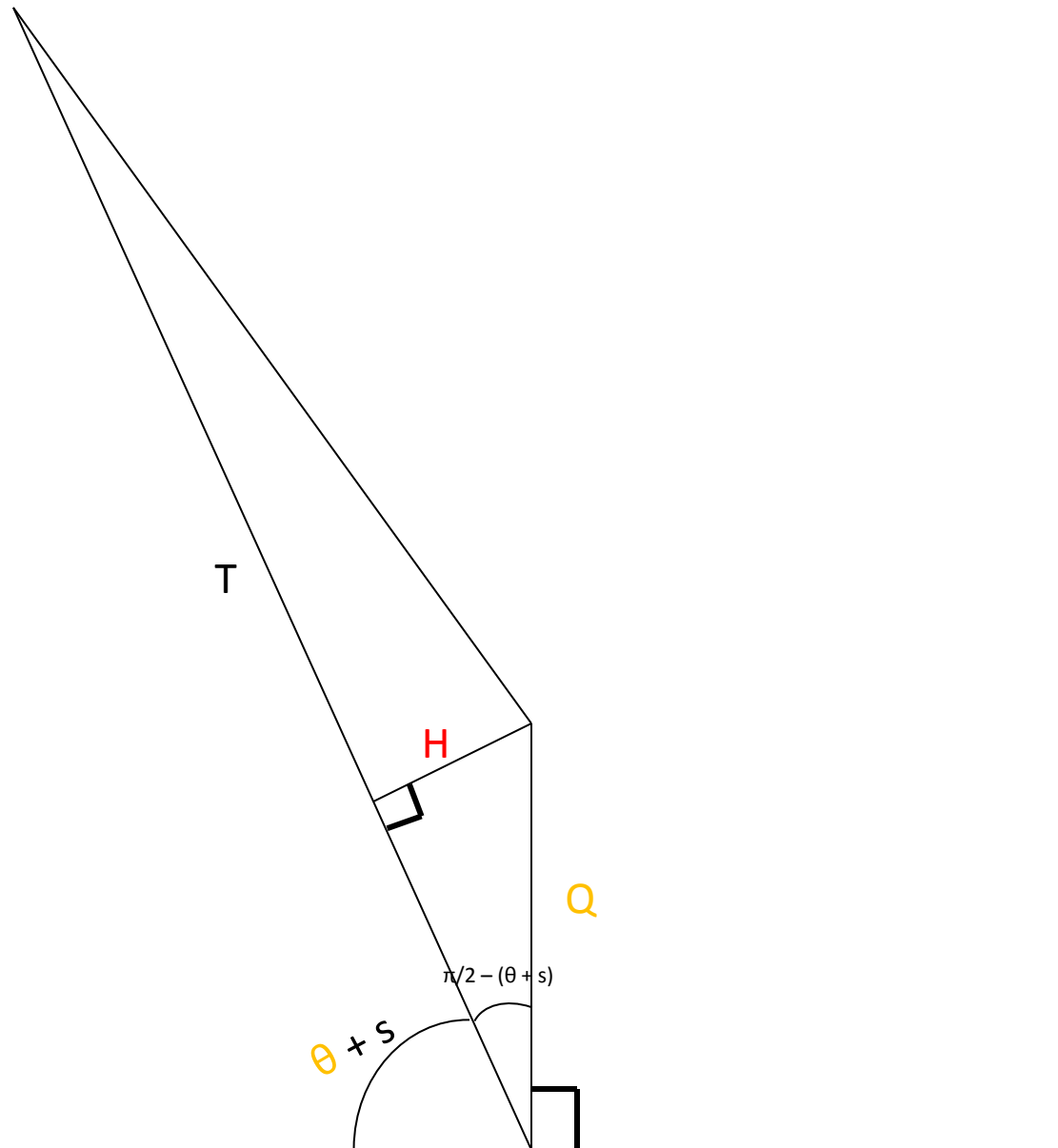
$$\text{Area of whole triangle} = \frac{1}{2}T*Q*\sin(\pi/2 - (\theta + s))$$

$$\text{Area of whole triangle} = \frac{1}{2} T * H$$

$$\frac{1}{2}T * H = \frac{1}{2}T*Q*\sin(\pi/2 - (\theta + s))$$

$$\frac{1}{2}H = \frac{1}{2}Q*\sin(\pi/2 - (\theta + s))$$

$$H = Q*\sin(\pi/2 - (\theta + s))$$



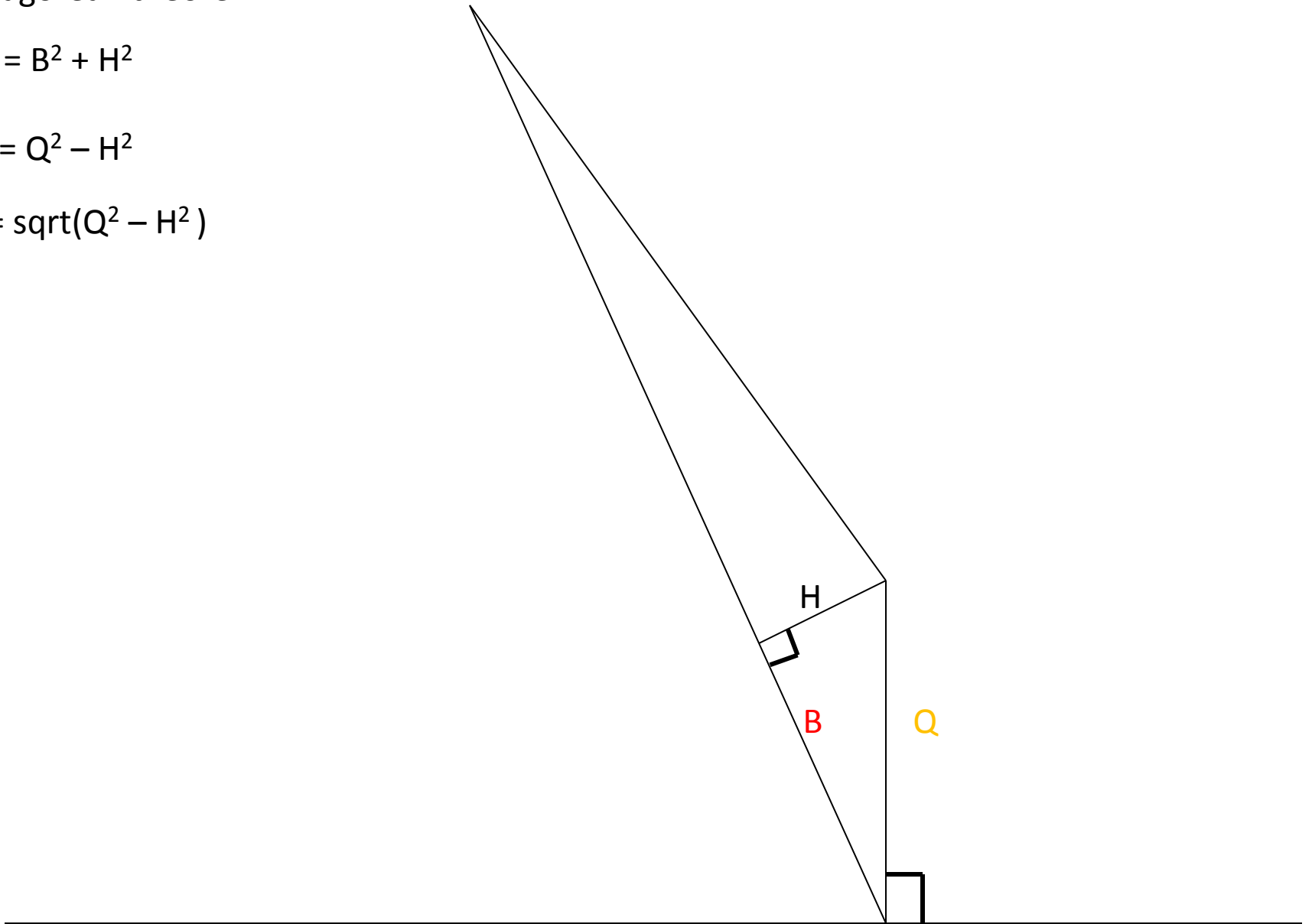


# Pythagorean theorem

$$Q^2 = B^2 + H^2$$

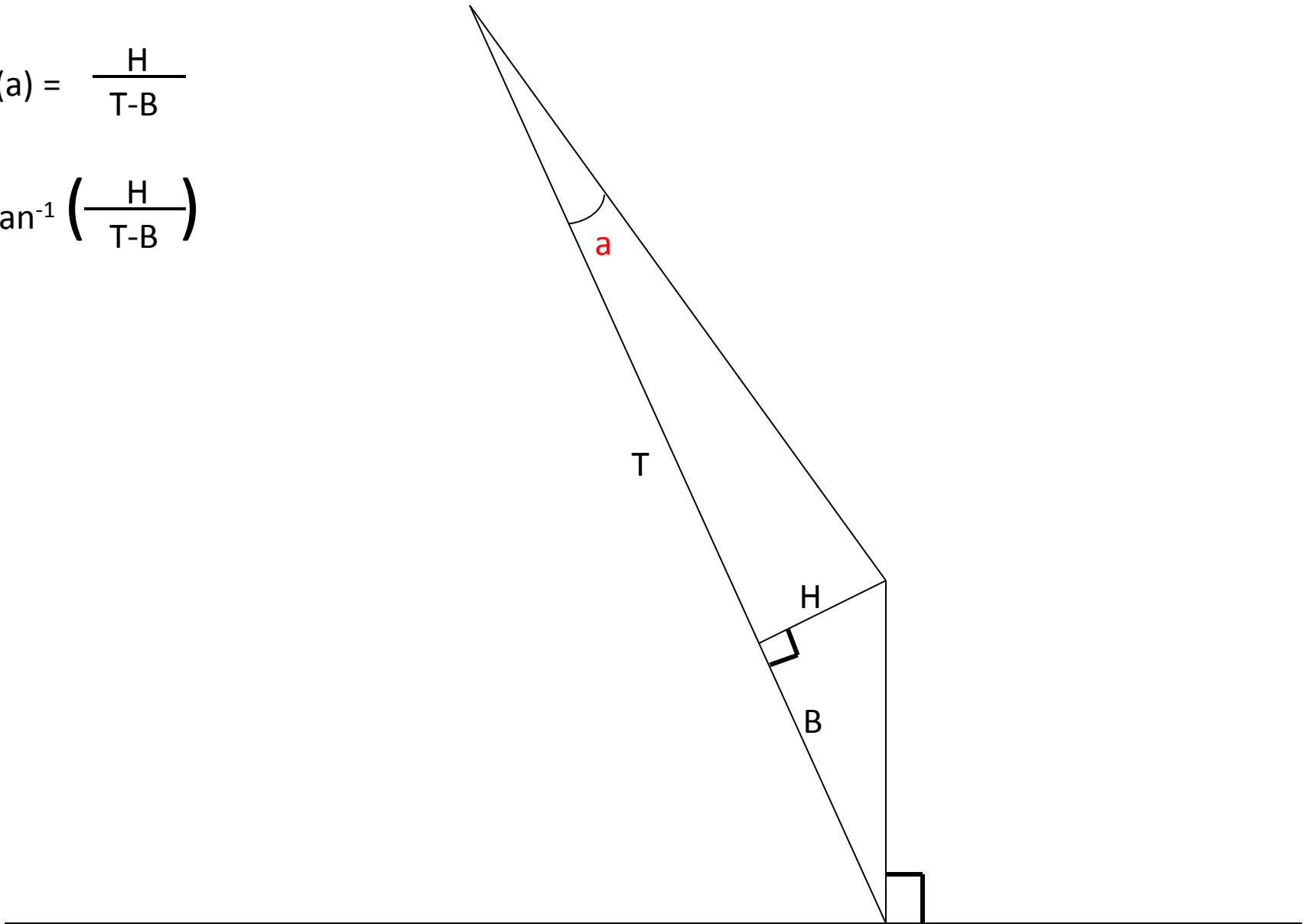
$$B^2 = Q^2 - H^2$$

$$B = \text{sqrt}(Q^2 - H^2)$$



$$\tan(a) = \frac{H}{T-B}$$

$$a = \tan^{-1} \left( \frac{H}{T-B} \right)$$



Turret

Law of Sines

$$\frac{Q}{\sin(a)} = \frac{F}{\sin(\pi/2 - (\theta + s))}$$

$$\sin(a)F = Q \cdot \sin(\pi/2 - (\theta + s))$$

$$F = \frac{Q \cdot \sin(\pi/2 - (\theta + s))}{\sin(a)}$$

