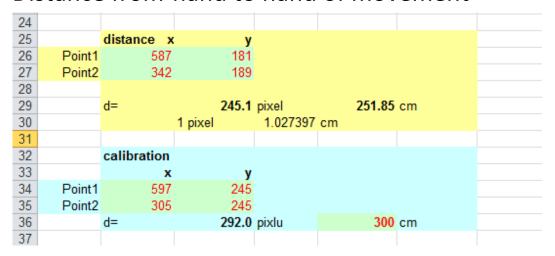
2d and 3d Motion: Jessica Hendle

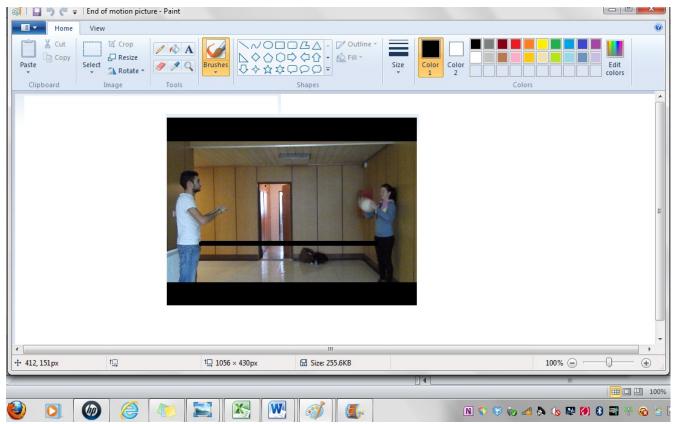
Length=3 frames

Time= 2 seconds (movement)

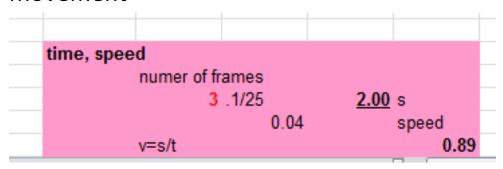
1. Distance= from the foot of one player to the other (3 metres/300cm)

Distance from-hand to hand of movement



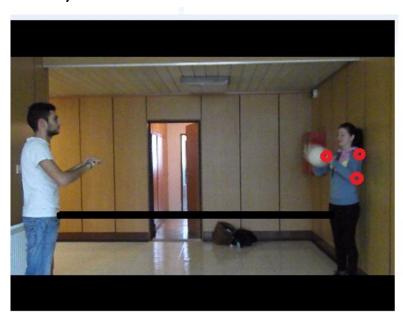


2. To calculation the speed = distance x seconds of movement =



3. Angles

 Starting Stance (3 points-hand, shoulder and elbow)



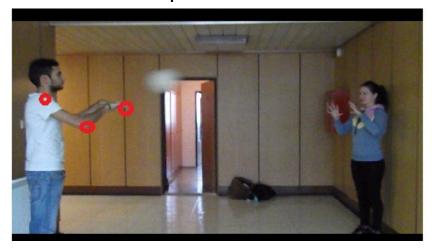
	Q31	• (f _x						
- 4	Α	В	С	D	Е	F	G	Н	- 1
1	Point 1			Point 3			Point 1		
2	x1	619		x1	589		x1	619	
3	y1	181		y1	184		y1	181	
4	Point 2			Point 2			Point 3		
5	x2	617		x2	617		x2	589	
6	y2	204		y2	204		y2	184	
7									
8	size	23.0867928		size	34.4093011		size	30.149627	
9									
10	cos 2 =	0.509		cos 1 =	0.185		cos 3 =	0.752	
11	2 =	59.43		1 =	79.32		3 =	41.25	
12									
13	control								
14	180.00								
15									

Leaving Phase of movement (hand on ball, elbow & shoulder)



		U				1	
1	Point 1		Point 3	5	Po	int 1	
2	x1	360	x1	290	x1		360
3	y1	173	y1	176	y1		173
4	Point 2		Point 2	2	Po	int 3	
5	x2	327	x2	327	x2		290
6	y2	202	y2	202	y2		176
7	_						
8	size	43.9317653	size	45.2216762	siz	e 70.064	256
9							
10	cos 2 =	-0.235	cos	1 = 0.779		$\cos 3 = 0$.	793
11	2 =	103.60		1 = 38.85		3 = 37	7.55
12							
13	control						
14	180.00						
15							
16							

Release of ball phase



	Α	В	С	D	E	F	G	Н	- 1
1	Point 1			Point 3			Point 1		
2	x1	134		x1	42		x1	134	
3	y1	132		y1	123		y1	132	
4	Point 2			Point 2			Point 3		
5	x2	89		x2	89		x2	42	
6	y2	153		y2	153		y2	123	
7									
8	size	49.6588361		size	55.7584074		size	92.439169	
9									
10	cos 2 =	-0.536		cos 1 =	0.861		cos 3 =	0.891	
11	2 =	122.43		1 =	30.60		3 =	26.96	
12									
13	control								
14	180.00								
15									