

2d and 3d Motion : Jessica Hendle

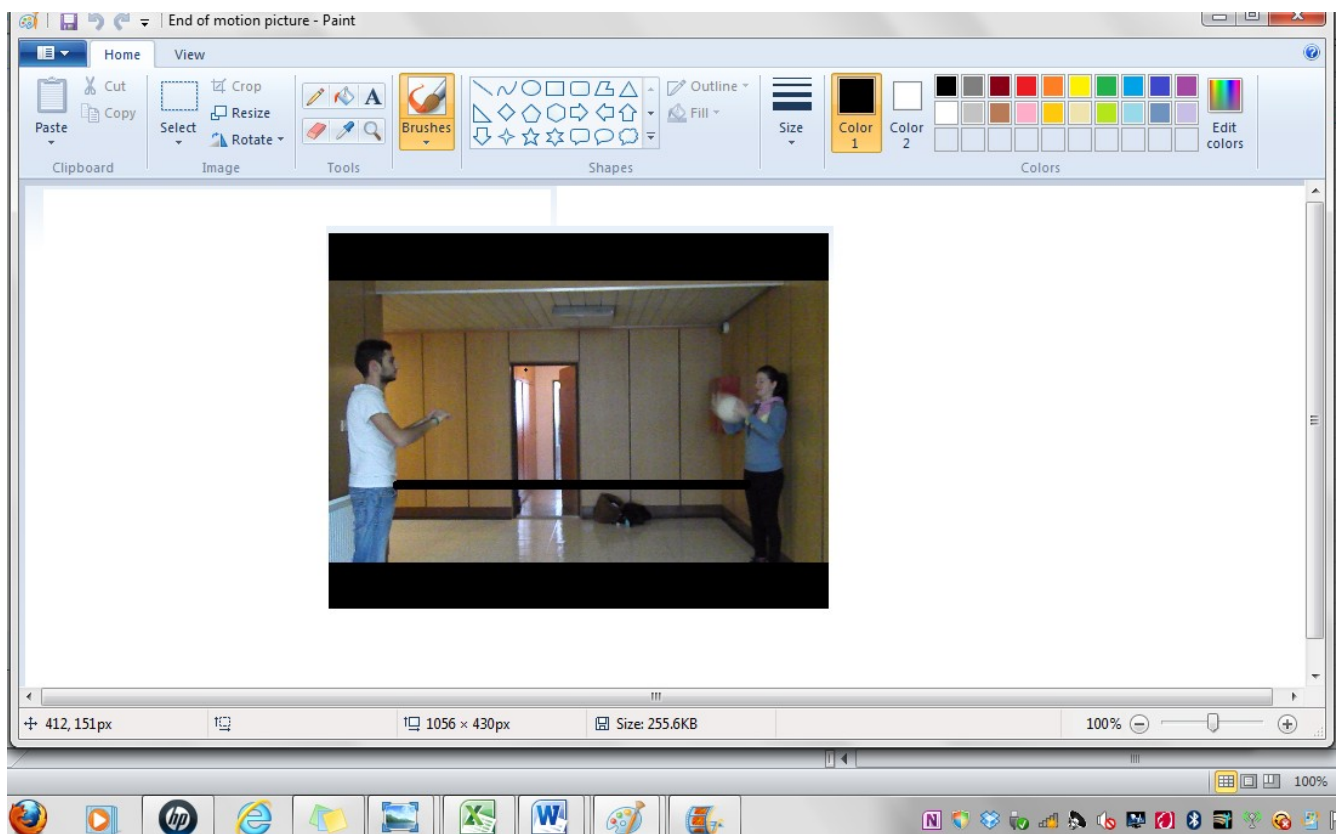
Length=3 frames

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

24					
25		distance	x	y	
26	Point1	587	181		
27	Point2	342	189		
28					
29	d=	245.1 pixel	251.85 cm		
30		1 pixel	1.027397 cm		
31					
32		calibration			
33		x	y		
34	Point1	597	245		
35	Point2	305	245		
36	d=	292.0 pixel	300 cm		
37					



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



1	Point 1		Point 3		Point 1	
2	x1	360	x1	290	x1	360
3	y1	173	y1	176	y1	173
4	Point 2		Point 2		Point 3	
5	x2	327	x2	327	x2	290
6	y2	202	y2	202	y2	176
7						
8	size	43.9317653	size	45.2216762	size	70.064256
9						
10	cos 2 =	-0.235	cos 1 =	0.779	cos 3 =	0.793
11	2 =	103.60	1 =	38.85	3 =	37.55
12						
13	control					
14	180.00					
15						
16						

- Release of ball phase

