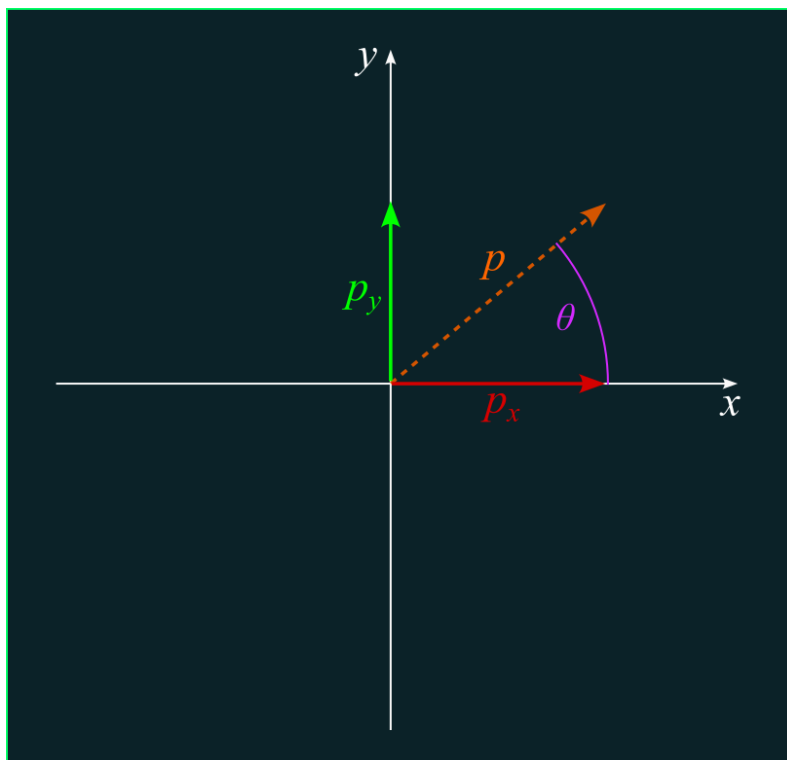
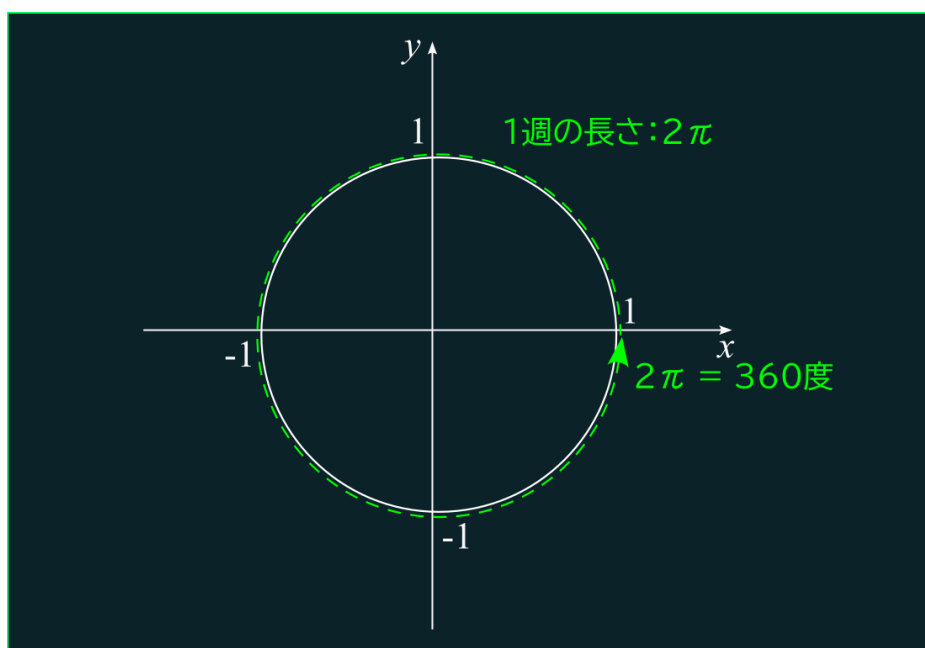
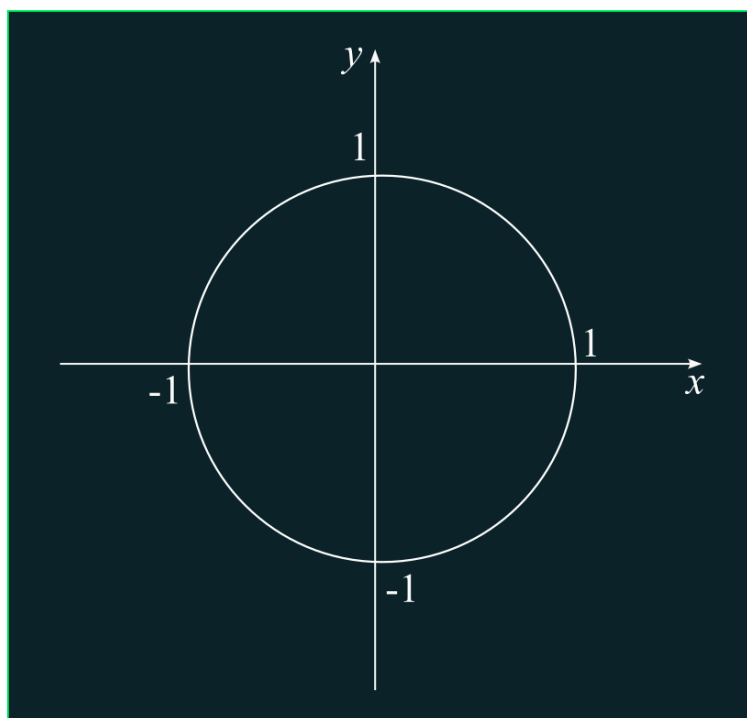




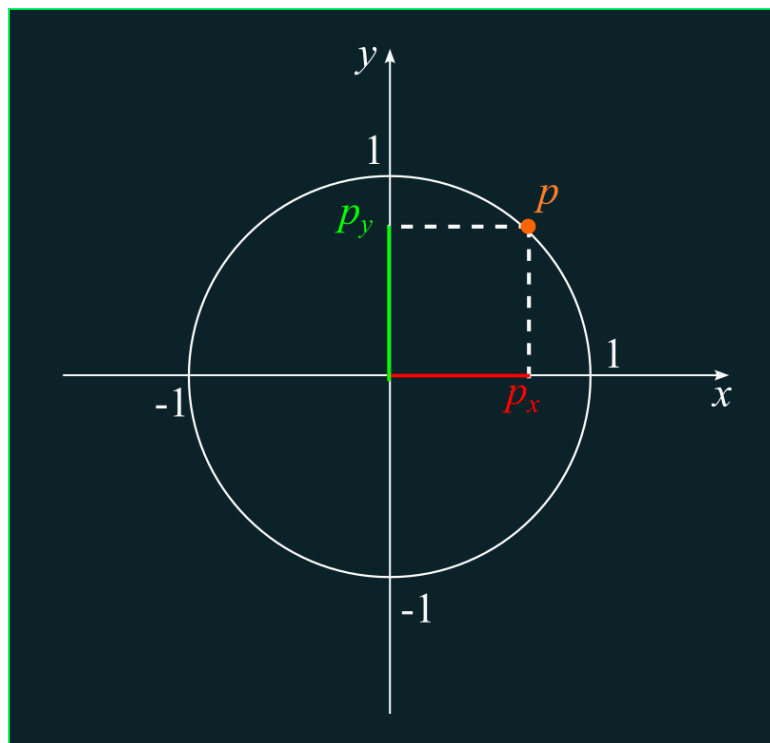
- θ 
- p_x  p_y  θ 



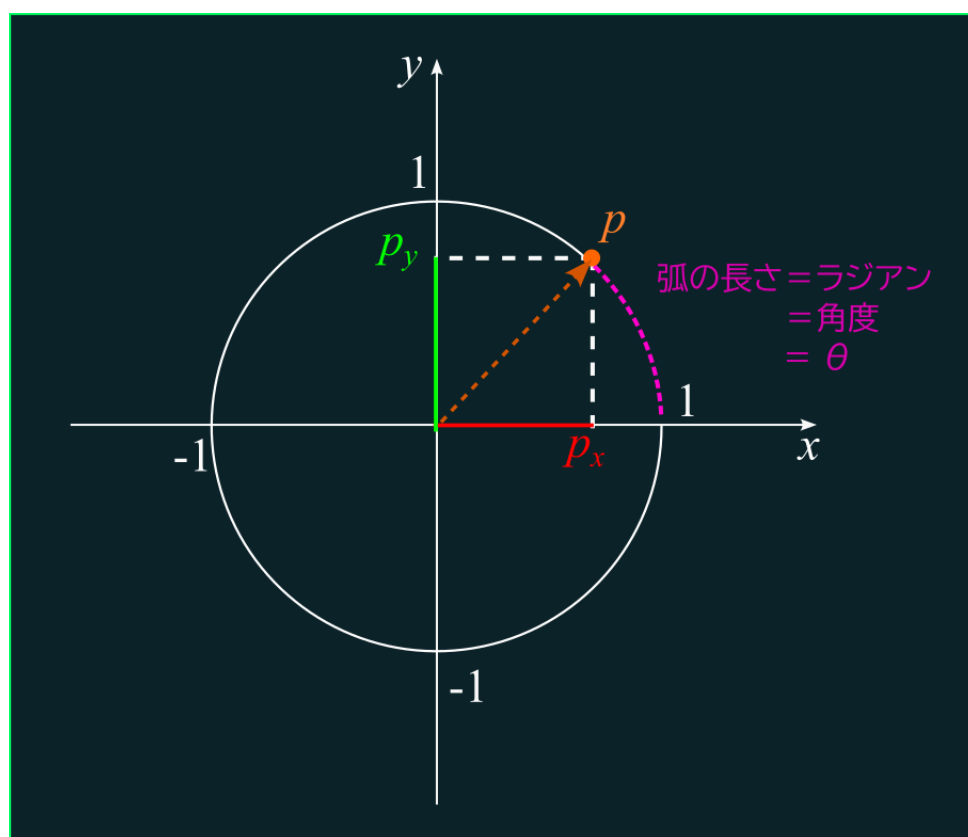
$$\frac{360^\circ}{2\pi} = \frac{360^\circ}{2 \times 3.14159} \approx 57.3^\circ$$

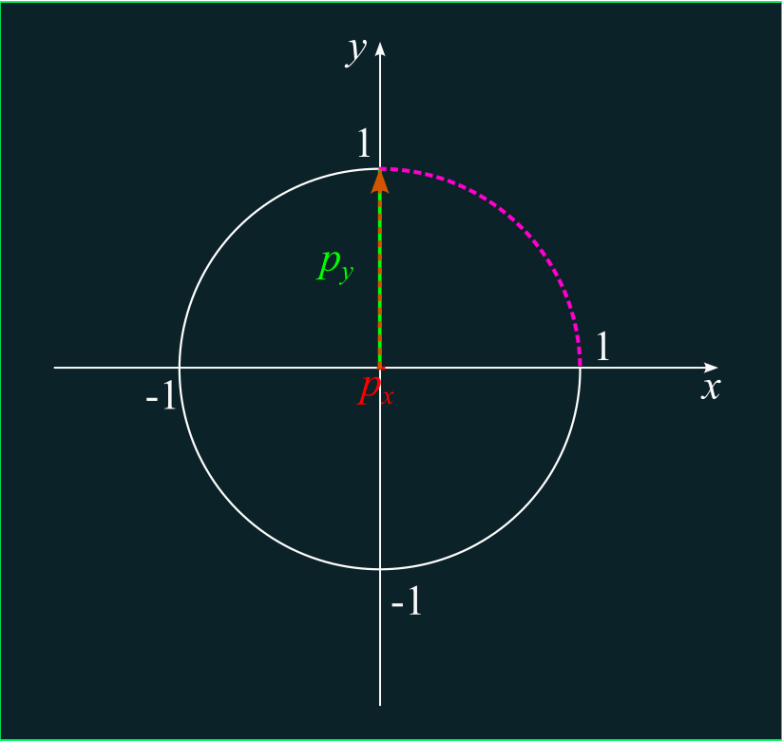
$$rad = \frac{deg \times 2\pi}{360} = deg \times \frac{\pi}{180}$$

rad radians deg degrees

[illegible][illegible]

p

 θ



□□□□□□

90°

□□□□□□□□□□□□□□□□

$\pi/2$ □□□□□□□□□□

$$0 = \cos\left(\frac{\pi}{2}\right)$$
$$1 = \sin\left(\frac{\pi}{2}\right)$$

$p_x = -1, p_y = 0$

□□□□□□

A diagram of a 10x10 grid. The first row is highlighted in red and labeled '10' on the left. The first column is highlighted in red and labeled '10' at the top.

```
float radius = 10;

float px = Mathf.Cos(theta) * radius; // cos * r
float py = Mathf.Sin(theta) * radius; // sin * r
float theta = Mathf.Atan2(py / radius, px / radius); // atan2(r, r)
```

??

Unity

y

 $x,$

--	--	--	--	--	--

SinCosTest

```
// Sin, Cos
public class SinCosTest : MonoBehaviour
{
    // Angle
    [SerializeField]
    private float angle = 0;

    // Radius
    [SerializeField]
    private float radius = 1;

    private void Update()
    {
        // Convert angle to radian
        float radian = angle * Mathf.Deg2Rad;

        // Calculate position
        float px = Mathf.Cos(radian);
        float py = Mathf.Sin(radian);

        // px, py to Vector2
        px *= radius;
```

```
        py *= radius;

        // 回転
        transform.position = new Vector3(px, py, 0);
    }
}
```

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