ERRATUM: In the article *Dynamics for Computer Graphics: A Tutorial in Computing Systems 1.1*, page 78, equation 20c should have read:

\[ f_z = m(a_z + c_x(\omega_z \omega_z - \dot{\omega}_z) + c_y(\omega_y \omega_z + \dot{\omega}_y) \\
- c_z(\omega_z^2 + \omega_y^2)) \]  

20c