# PUNCHING MAN

Kevin Doherty

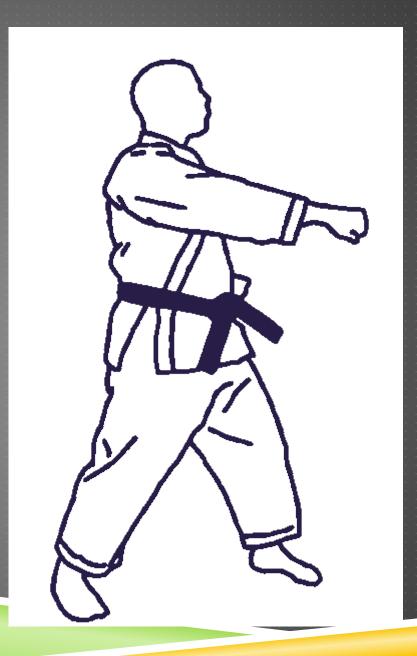
### BACKGROUND

- ▶ Karate
  - ► 13 years
  - ▶ 5 National Competitions
  - Member of United States Team
  - ► Volunteer Instructor



# REVERSE PUNCH

- "Gyaku Zuki"
  - Opposite hand and foot
  - Basic
  - ► Common

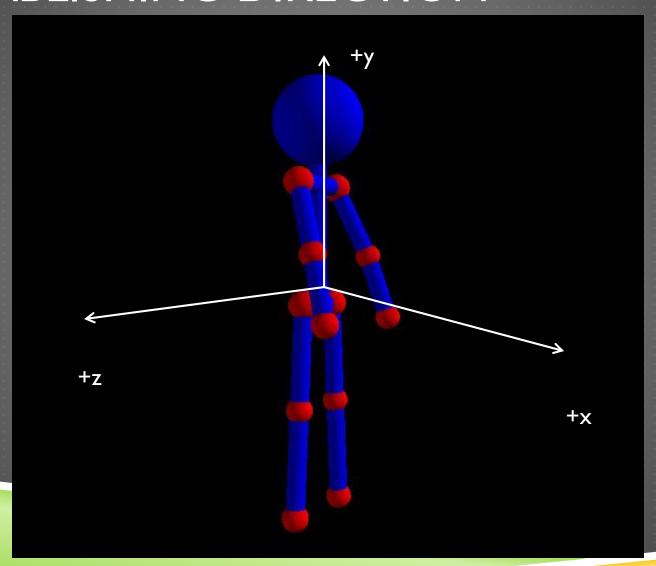


# **PROCESS**

- Ground Up
  - ▶ Foot
  - Leg
  - ► Hips
  - ► Shoulders
  - ► Arm
  - ► Hand



# ESTABLISHING DIRECTION



#### **ESTABLISHING TIME**

- ► Entire extension 500 units
- ► Entire retraction 500 units
- Let t represent time

#### HIPS

- Centered at origin
- Oriented in x-z plane
- Right hip starts at 45° "behind" (in –x direction) the +z-axis
- Rotates 45° counterclockwise about -y-axis
- End parallel with z-axis
- Constant rotational speed from t=0 to t=500

#### **SHOULDERS**

- Start 1.5 units above hips
- Same orientation as hips
- ► Rotate "together"

#### **UPPER RIGHT ARM**

- ▶ 2 rotations
  - Horizontal
    - Starts parallel with hips
    - ► Rotates 45° clockwise about +y-axis
    - Ends parallel to x-axis
  - Vertical
    - Starts pointing in -y direction
    - ► Rotates 90° about +z axis
    - ► Ends parallel with +x direction
  - ▶ Rotates at constant speed from t=0 to t=500

#### LOWER RIGHT ARM

- Rotates 90° clockwise about the +z-axis
- Constant rotational speed from t=0 to t=500

### RIGHT HAND

- ▶ Rotates 90° Clockwise about +x axis
- ▶ Rotation starts at t=400
  - ► Ends at t=500
  - Constant rotational speed
- ▶ Gradient

#### UPPER LEFT ARM

- Starting orientation
  - In x-z plane, 135° from shoulders
  - In x-y plane, 45° from chest
- ► Rotation
  - Clockwise about +y-axis
  - Constant rotational speed from t=0 to t=500

#### LOWER LEFT ARM AND HAND

- Starting Orientation
  - In x-y plane, 90 ° closer to +y-axis with respect to upper arm
- No motion with respect to upper left arm
- Hand does not rotate

### RETRACTION

- Reverse all motions
- Same speed
- Same starting and ending location