

**Computer Graphics**  
**(Comp 4190.410)**

**Midterm Exam: October 26, 2016**

Problem	Score
1	
2	
3	
4	
5	
6	
Total	

**Name:** \_\_\_\_\_

**ID No:** \_\_\_\_\_

**Dept:** \_\_\_\_\_

1. (10 points) Consider a rotation  $R_x(120^\circ)$  followed by another rotation  $R_y(120^\circ)$ . What are the rotation axis and the rotation angle for the composite rotation?

2. (10 points) Consider a trackball of radius 1 with its center located at the origin  $(0,0,0)$ . A sensor is installed to the housing of the trackball at a location  $\mathbf{p} = (p_x, p_y, p_z) \in S^2$ , where the sensor can detect a 2D surface velocity  $\mathbf{p}' = (p'_x, p'_y, p'_z)$  of the rotating trackball. (Note that the surface velocity  $\mathbf{p}'$  is orthogonal to  $\mathbf{p}$ , i.e.,  $\langle \mathbf{p}, \mathbf{p}' \rangle = 0$ .) There are certain angular velocities  $\omega = (\omega_x, \omega_y, \omega_z)$  that cannot be detected by this sensor. Discuss what are the corresponding 3D rotations using the following relation:

$$\begin{bmatrix} 0 & p_z & -p_y \\ -p_z & 0 & p_x \\ p_y & -p_x & 0 \end{bmatrix} \begin{bmatrix} \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = \begin{bmatrix} p'_x \\ p'_y \\ p'_z \end{bmatrix}$$

3. (20 points) Let  $C(t)$  be a cubic Bézier curve given by four control points:

$$\mathbf{b}_0 = \begin{bmatrix} -1 \\ -1 \end{bmatrix}, \quad \mathbf{b}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \quad \mathbf{b}_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, \quad \mathbf{b}_3 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}.$$

Subdivide the curve  $C(t)$  at  $x$ -extreme points,  $y$ -extreme points and inflection points, and compute the control points for each inflection-free  $x, y$ -monotone curve subsegment.

4. (20 points) Design an efficient algorithm for computing the minimum distance between two circular arcs. You may assume that the circular arcs are  $x$  and  $y$ -monotone segments.

5. (20 points) Discuss how to extend your algorithm for computing the minimum distance from a point to a curve/surface to a more general algorithm for computing the minimum distance between two curves/surfaces.