Tutorial 3 – vectors, coordinate systems, primitives and projections in 3D

Exercise 1.

Express the equation of a line on the xy-plane (screen) z = 0 of a bar connecting (3,4,5) and (5,8,9) in parametric form. See figure. What are the values of (x_0, y_0) and (x_1, y_1) ?



Exercise 2.

Consider the previous problem, but this time the bar is being looked at by the eye located at (4,4,-5). See figure. What are the co-ordinates of A' and B' on the xy-plane (screen) z = 0? Obtain the co-ordinates of the point P', projection of the point P on the bar, where AP = l.



Exercise 3.

Given: a sphere in \mathbb{R}^3 with radius r = 3.14 and center c = (3,5,1).

- a) What is the parametric representation of the sphere?
- b) Using the parametric representation, calculate two opposing points on the sphere.

c) What is the distance between the points calculated in b)?

Exercise 4.

Given: a sphere in \mathbb{R}^3 , with center c = (3,3,3) and a point on the surface of the sphere, p = (2,5,1).

- a) Determine the implicit representation of the sphere.
- b) Calculate the distance of the sphere to point q = (4,9,-1) (note: this is not the distance to the centre of the sphere).
- c) Define a plane that has p as the only intersection point with the sphere (i.e., the tangent plane of the sphere at position p).
- d) Define two perpendicular unit vectors in this plane, which are both also perpendicular to the normal of the sphere in *p*.

The vectors found in exercise 2, together with the normal of the sphere in p span up an orthonormal basis, which we call *tangent space*. We operate in this space e.g. for doing normal mapping.

Exercise 5.

Given: a sphere in \mathbb{R}^3 , with center c = (3,3,3) and radius 3.

- a) Find the range of parametric angles (θ, φ) that represents the part of the sphere viewed from $(3,3,3-3\sqrt{2})$.
- a) For the same viewing position as in part (a) find the location of the point on the xy-plane (screen) z = 0 corresponding to the projection of a point on the sphere given by the parametric angles (θ, φ) . Follow the derivation provided in the class.