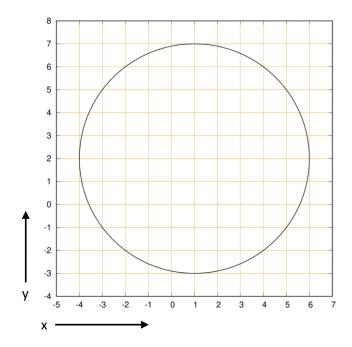
Graphics (INFOGR 2018-2019) – Midterm Exam

Thursday May 16th, 17.00 – 19.00 – EDUC-GAMMA

- Write your answers, along with solution steps, on the supplied answer sheets.
- State your name and student ID at the top of every answer sheet you want to turn in.
- Write clearly: we cannot allocate points for answers that we cannot read.
- No documents allowed. Use of all electronic devices is forbidden.
- If a question is unclear to you, write down how you interpret the question, then answer it.
- The font used for this exam is OpenDyslexic, for your comfort.

PART 1 – MATH - max 36 points

- 1. [3+4=7 points] Given are two points: P = (2,1) and Q = (-1,5) in \mathbb{R}^2 .
 - a. Write down the implicit equation of the line passing through P and Q.
 - b. The line segment PQ is one edge of a full square PQRS. The vertices of the square are labelled in the clockwise direction. Find the coordinates R and S.
- 2. [2+4=6 points] Consider the circle shown below this question. The centre of the circle is located at (1,2).
 - a. Write down the equation of this circle.
 - b. Copy the figure below to your answer sheet. Identify clearly the two points A and B on the circle, such that on the arc AB the condition $x - 2y + 8 \le 0$ holds. Shade this arc (e.g. by making it bold).



- 3. [3 points] Given: two points P = (3,3,3) and Q = (5,4,1) on the plane x + 2y + 2z = 15 in \mathbb{R}^3 . Determine the <u>unit</u> vector \vec{v} <u>perpendicular</u> to PQ and <u>parallel</u> to the plane.
- 4. [3+3=6 points] Consider the point L = (7,4,7) in \mathbb{R}^3 at which a light source is placed. Consider also a bar between P = (5,3,5) and Q = (1,2,4), casting a shadow P'Q' on the z = 1 plane. Find the coordinates of P' and Q'.
- 5. [4+3=7 points] Consider the plane 2x + 3y + 6z = 8 and a point P = (5,6,13) in \mathbb{R}^3 .
 - a. Obtain the minimum distance between the point P and the plane.
 - b. Find the coordinates of the point Q on the plane corresponding to the minimum distance in part (a).
- 6. [2+4+2=8 points] Consider the sphere $x^2 + y^2 + z^2 6x 6y 6z + 18 = 0$ in \mathbb{R}^3 .
 - a. What is the centre and the radius of this circle?
 - b. Consider the point C = (3, -1, 4), where a camera is located. A ray is shot in the direction $\vec{u} = \frac{1}{\sqrt{2}} \begin{bmatrix} 0\\1\\-1 \end{bmatrix}$. Find the coordinates of the points where this ray intersects the sphere. Which one(s) is/are visible to the camera?
 - c. Write down the equation of the plane tangent to the surface of the sphere at the point that is not visible to the camera.

PART 2 – THEORY - max 12 points

- 7. [3 points] Describe in no more than 30 words what a discrete value is.
- 8. [3 points] Describe in no more than 30 words how MIP-mapping solves undersampling.
- 9. [3 points] Explain in no more than 30 words why we scale incoming light by $N \cdot L$ before calculating how much light is reflected by a surface.
- 10. [3 points] Explain in no more than 31 words what shadow acne is.

For inspiration, a screenshot of a ray tracer for blocks that fits in 64 bytes ===>

That's all, good luck!



Check your answers (and writing clarity) carefully.