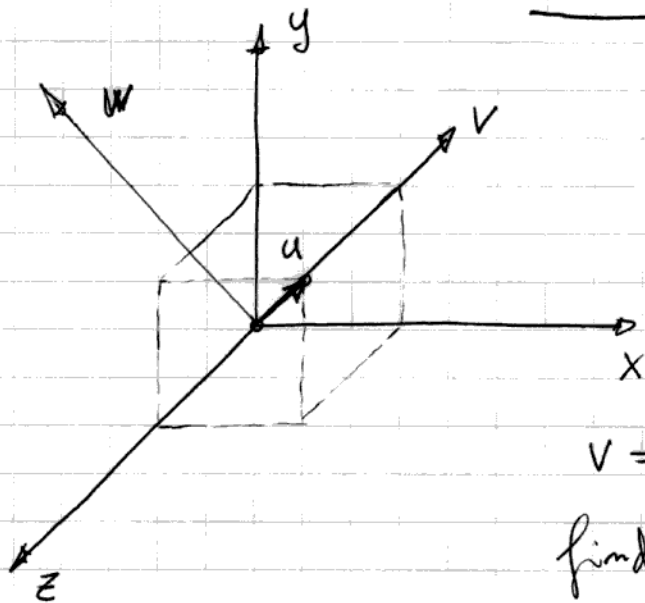


Exercise 5.11



$$u = (1, 1, 1)$$

$$u_N = (1/\sqrt{3}, 1/\sqrt{3}, 1/\sqrt{3})$$

find v normal to u ($u \cdot v = 0$)

$$v = (1, 1, -2) \quad v_N = (1/\sqrt{6}, 1/\sqrt{6}, -2/\sqrt{6})$$

find w normal to both u and v

$$w = \begin{vmatrix} i & j & k \\ 1 & 1 & 1 \\ 1 & 1 & -2 \end{vmatrix} = i \begin{vmatrix} 1 & 1 \\ 1 & -2 \end{vmatrix} - j \begin{vmatrix} 1 & 1 \\ 1 & -2 \end{vmatrix} + k \begin{vmatrix} 1 & 1 \\ 1 & 1 \end{vmatrix}$$

$$= (-3, 3, 0)$$

$$w_N = (-3/\sqrt{18}, 3/\sqrt{18}, 0)$$

$$T = \begin{pmatrix} 1/\sqrt{3} & 1/\sqrt{3} & 1/\sqrt{3} & 0 \\ 1/\sqrt{6} & 1/\sqrt{6} & -2/\sqrt{6} & 0 \\ -3/\sqrt{18} & 3/\sqrt{18} & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$T^{-1} = T^T = \begin{pmatrix} 1/\sqrt{3} & 1/\sqrt{6} & -3/\sqrt{18} & 0 \\ 1/\sqrt{3} & 1/\sqrt{6} & 3/\sqrt{18} & 0 \\ 1/\sqrt{3} & -2/\sqrt{6} & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

T makes u coincident with x :

$$T \begin{pmatrix} 1 \\ 1 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 3/\sqrt{3} \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

$$CCW_x = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta & 0 \\ 0 & \sin \theta & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

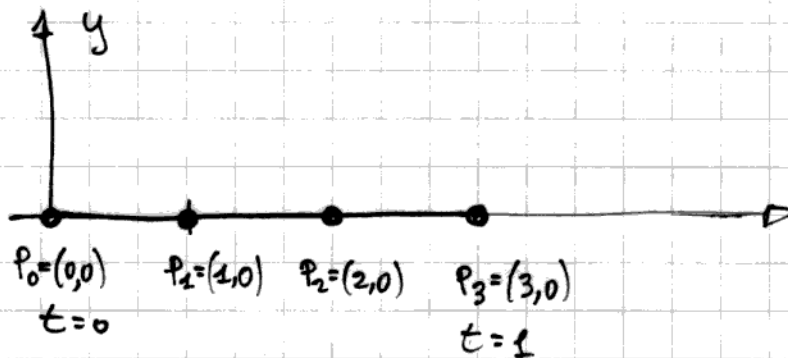
$$P' = \underbrace{T^{-1} CCW_x T}_{\text{Rotation}} P$$

Exercise 11.12

Equations relating G_H to G_D :

$$R_1 = \beta (P_2 - P_1)$$

$$R_2 = \beta (P_4 - P_3)$$



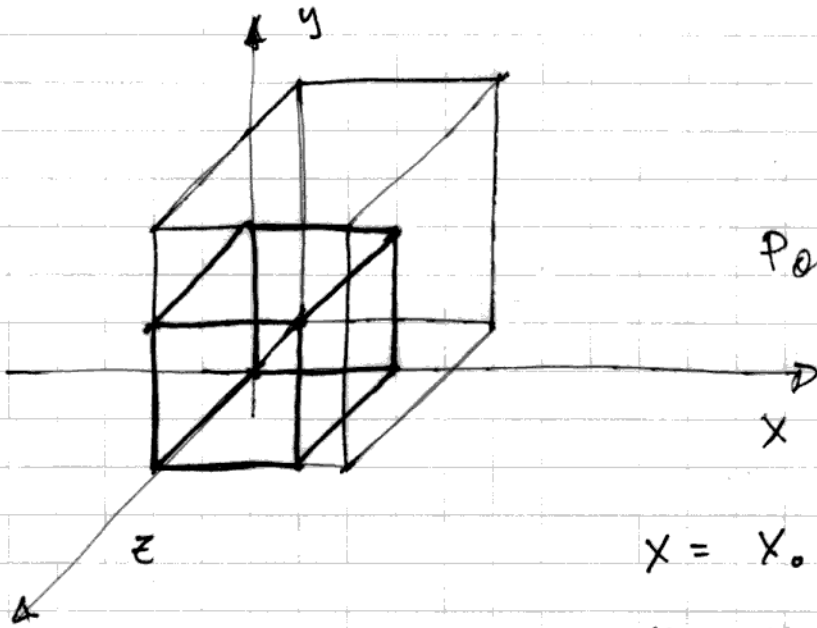
Velocity must be constant:

$$R_1 = R_2 \quad \Rightarrow \quad \beta (P_2 - P_1) = \beta (P_4 - P_3)$$

$$\text{But } v = \frac{\Delta P}{\Delta t} = 3$$

$$\text{So } \beta (P_2 - P_1) = 3 \quad \text{and} \quad \beta = 3$$

Exercise 6.6



$$P_0 = (x_0, y_0, z_0)$$

$$P_1 = (x_1, y_1, z_1)$$

Parametric equation:

$$P = P_0 + t(P_1 - P_0)$$

$$t \in [0, 1]$$

$$x = x_0 + t(x_1 - x_0)$$

$$y = y_0 + t(y_1 - y_0) \quad t \in [0, 1]$$

$$z = z_0 + t(z_1 - z_0)$$

Intersection with $x = A$

$$A = x_0 + t(x_1 - x_0) \Rightarrow \frac{A - x_0}{x_1 - x_0} = t \quad \text{if } t \in [0, 1]$$

$$y_A = y_0 + \frac{(A - x_0)(y_1 - y_0)}{(x_1 - x_0)} \quad z_A = z_0 + \frac{(A - x_0)(z_1 - z_0)}{(x_1 - x_0)}$$

intersection point $\begin{pmatrix} A \\ y_A \\ z_A \end{pmatrix}$

Clipping against unit cube $\Rightarrow A = 0$ or $A = 1$