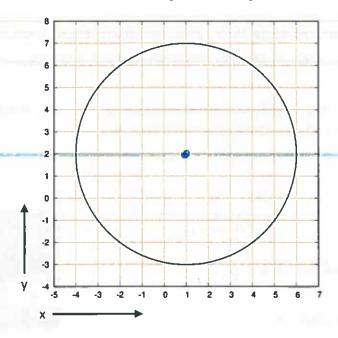
Graphics (INFOGR 2018-2019) – Midterm Exam

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 OpenDystexic, 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 parallel 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.

