



First Semester Examination
2017/2018 Academic Session

January 2018

MSG488 - Mathematical Algorithms for Computer Graphics
[Algoritma Matematik untuk Grafik Komputer]

Duration : 3 hours
[Masa : 3 jam]

Please check that this examination paper consists of **SIX (6)** pages of printed material before you begin the examination.

*[Sila pastikan bahawa kertas peperiksaan ini mengandungi **ENAM (6)** muka surat yang bercetak sebelum anda memulakan peperiksaan ini.]*

Instructions: Answer **all four (4)** questions.

Arahan: Jawab **semua empat (4)** soalan.]

In the event of any discrepancies, the English version shall be used.

[Sekiranya terdapat sebarang percanggahan pada soalan peperiksaan, versi Bahasa Inggeris hendaklah diguna pakai.]

Question 1

- (a) Consider a cubic Bézier curve $\mathbf{P}(t)$ with four control points $(1, 0)$, $(0, 0)$, $(0, 1)$ and $(1, 1)$. Use the de Casteljau Algorithm to evaluate the tangent to the curve at $t = 1/3$.
- (b) Suppose the cubic Bézier curve given in (a) is divided into three Bézier curve segments with equal length of intervals, find the control points of each curve segment.

[100 marks]

Soalan 1

- (a) Pertimbangkan satu lengkung Bézier kubik $\mathbf{P}(t)$ dengan empat titik kawalan $(1, 0)$, $(0, 0)$, $(0, 1)$ dan $(1, 1)$. Gunakan Algoritma de Casteljau untuk menilai tangen lengkung pada $t = 1/3$.
- (b) Andaikan lengkung Bézier kubik yang diberikan dalam (a) dibahagikan kepada tiga segmen lengkung Bézier dengan panjang selang sama, cari titik-titik kawalan setiap segmen lengkung.

[100 markah]

Question 2

Let $\mathbf{u} = (u_0, u_1, \dots, u_{n+k})$ be a non-decreasing knot vector where n and k are positive integers with $n \geq k - 1$. The normalized B-spline basis functions of order k are defined recursively by

$$N_i^k(u) = \frac{u - u_i}{u_{i+k-1} - u_i} N_i^{k-1}(u) + \frac{u_{i+k} - u}{u_{i+k} - u_{i+1}} N_{i+1}^{k-1}(u), \text{ for } k > 1,$$

and

$$N_i^1(u) = \begin{cases} 1, & u_i \leq u < u_{i+1} \\ 0, & \text{otherwise} \end{cases}$$

where $i = 0, 1, \dots, n$.

- (a) Given a B-spline curve of order 3

$$\mathbf{P}(u) = \binom{1}{1} N_0^3(u) + \binom{1}{2} N_1^3(u) + \binom{2}{2} N_2^3(u) + \binom{2}{1} N_3^3(u),$$

with $\mathbf{u} = (0, 1, 2, 3, 4, 5, 6)$. Suppose a knot value $u = 3.5$ is inserted twice into \mathbf{u} without changing the shape of \mathbf{P} . Find the new set of the de Boor points for \mathbf{P} .

- (b) Suppose $\mathbf{u} = (-4, -3, -1, 0, 1, 4, 6, 8)$, find a cubic Bézier curve which is identical to

$$\mathbf{P}(u) = \binom{1}{1} N_0^4(u) + \binom{1}{2} N_1^4(u) + \binom{2}{2} N_2^4(u) + \binom{2}{1} N_3^4(u).$$

[100 marks]

Soalan 2

Katakan $\mathbf{u} = (u_0, u_1, \dots, u_{n+k})$ ialah suatu vektor simpulan tak menyusut di mana n dan k adalah integer positif dengan $n \geq k-1$. Fungsi asas splin-B ternormal berperingkat k ditakrif secara rekursif oleh

$$N_i^k(u) = \frac{u - u_i}{u_{i+k-1} - u_i} N_i^{k-1}(u) + \frac{u_{i+k} - u}{u_{i+k} - u_{i+1}} N_{i+1}^{k-1}(u), \text{ untuk } k > 1,$$

dan

$$N_i^1(u) = \begin{cases} 1, & u_i \leq u < u_{i+1} \\ 0, & \text{sebaliknya} \end{cases}$$

di mana $i = 0, 1, \dots, n$.

- (a) Diberi suatu lengkung splin-B berperingkat 3

$$\mathbf{P}(u) = \binom{1}{1} N_0^3(u) + \binom{1}{2} N_1^3(u) + \binom{2}{2} N_2^3(u) + \binom{2}{1} N_3^3(u),$$

dengan $\mathbf{u} = (0, 1, 2, 3, 4, 5, 6)$. Andaikan satu nilai simpulan $u = 3.5$ dimasukkan dua kali ke dalam \mathbf{u} tanpa mengubah bentuk \mathbf{P} . Cari set titik de Boor baru untuk \mathbf{P} .

- (b) Andaikan $\mathbf{u} = (-4, -3, -1, 0, 1, 4, 6, 8)$, cari lengkung Bézier kubik yang serupa dengan

$$\mathbf{P}(u) = \binom{1}{1} N_0^4(u) + \binom{1}{2} N_1^4(u) + \binom{2}{2} N_2^4(u) + \binom{2}{1} N_3^4(u).$$

[100 markah]

Question 3

Let the Bernstein polynomials of degree n be denoted by

$$B_i^n(t) = \frac{n!}{i!(n-i)!} t^i (1-t)^{n-i}, \quad 0 \leq t \leq 1, \quad \text{for } i = 0, 1, \dots, n.$$

- (a) Figure 1 shows a rational quadratic curve

$$R(t) = \frac{C_0 B_0^2(t) + 2C_1 B_1^2(t) + C_2 B_2^2(t)}{B_0^2(t) + 2B_1^2(t) + B_2^2(t)}, \quad t \in [0, 1]$$

and its control polygon. The line segment C_1M intersects the curve at a point P where M divides the line segment C_0C_2 with ratio 3:2, find the point P .

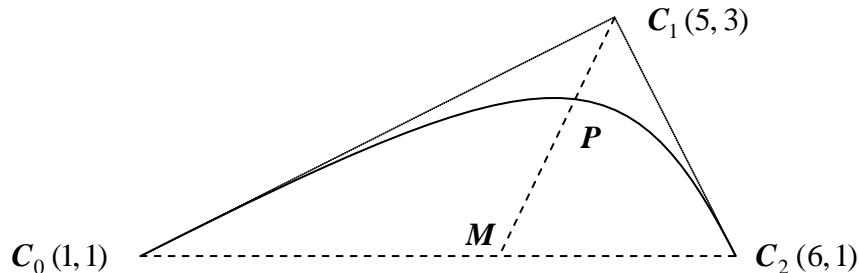


Figure 1

- (b) Rewrite the function

$$r(t) = \frac{1}{t^2 + 1}, \quad t \in [0, 1],$$

in the form of non-parametric rational cubic Bézier.

[100 marks]

Soalan 3

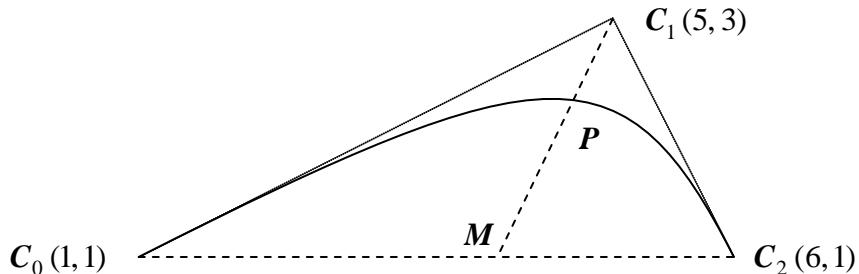
Katakan polinomial Bernstein berdarjah n ditakrif sebagai

$$B_i^n(t) = \frac{n!}{i!(n-i)!} t^i (1-t)^{n-i}, \quad 0 \leq t \leq 1, \quad \text{untuk } i = 0, 1, \dots, n.$$

- (a) Rajah 1 menunjukkan satu lengkung kuadratik nisbah

$$R(t) = \frac{C_0 B_0^2(t) + 2C_1 B_1^2(t) + C_2 B_2^2(t)}{B_0^2(t) + 2B_1^2(t) + B_2^2(t)}, \quad t \in [0, 1]$$

dan poligon kawalannya. Segmen garis C_1M bersilang lengkung pada titik P di mana M membahagikan segmen garis C_0C_2 dengan nisbah 3:2, cari titik P .



Rajah 1

- (b) Tulis semula fungsi

$$r(t) = \frac{1}{t^2 + 1}, \quad t \in [0, 1],$$

dalam bentuk Bézier kubik nisbah tak berparameter.

[100 markah]

Question 4

Let A , B and C denote 2D points $(1, 0)$, $(2, 3)$ and $(5, 1)$ respectively. A Bézier patch is defined on the triangle ABC by

$$S(u, v, w) = u^3 + 3v^3 - 2u^2v - uv^2 - 3uvw - 2u^2w - v^2w,$$

where (u, v, w) are the barycentric coordinates of any point in the triangle with $u, v, w \in [0, 1]$ and $u + v + w = 1$. Given that the values of S at A and B are 1 and 3 respectively.

- (a) Find the value of S at point $(3, 2)$.

- (b) If the Bézier patch is rewritten in vector-valued form, find all the control points of the patch.
- (c) Find the tangent plane to patch S at vertex A .

[100 marks]

Soalan 4

Katakan A , B dan C menandakan titik 2D $(1, 0)$, $(2, 3)$ dan $(5, 1)$ masing-masing. Suatu tampilan Bézier ditakrif pada segi tiga ABC sebagai

$$S(u, v, w) = u^3 + 3v^3 - 2u^2v - uv^2 - 3uvw - 2u^2w - v^2w,$$

di mana (u, v, w) adalah koordinat baripusat bagi sebarang titik dalam segi tiga dengan $u, v, w \in [0, 1]$ dan $u+v+w=1$. Diberikan nilai S pada A dan B adalah 1 dan 3 masing-masing.

- (a) Cari nilai S pada titik $(3, 2)$.
- (b) Jika tampilan Bézier ditulis semula dalam bentuk vektor, cari semua titik kawalan tampilan.
- (c) Cari satah tangen ke tampilan S pada bucu A .

[100 markah]

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