



Computer Graphics  
Spring 2014 Quiz 3



NAME:

Time: 5 Minutes

NOTES:

- a. Credit is only given to the correct numerical values.
- b. All numerical values must be calculated with three digits of accuracy after the decimal point.
- c. Do not write on the back side of the papers.



1. Consider points  $A = (2, 7.3, -0.5)$  and  $B = (-2, -6.7, 1.5)$  in a **Standard Parallel Projection** scenario (after multiplying the composite matrix). Clip line  $AB$  against the unit cube planes  $y = 1$  and  $x = 0$  planes. (in this question, there is no need to calculate clipping against other planes of the unit cube)

Show the equation of line  $AB$

$$\begin{cases} x = -4t + 2 \\ y = -14t + 7.3 \\ z = 2t - 0.5 \end{cases}$$

Find the clipped coordinates (if the line  $AB$  does not have a valid intersection with the unit cube say “**reject**” as your answer and explain your reason.)

Coordinates of points after clipping:

Intersection with  $x = 0$

$$0 = -4t + 2 \rightarrow t = 0.5 \rightarrow \begin{cases} x = 0 \\ y = 0.3 \\ z = 0.5 \end{cases} \rightarrow \begin{cases} 0 \leq t \leq 1 \\ 0 \leq y, z \leq 1 \end{cases} \rightarrow \text{Accept } (0, 0.3, 0.5)$$

Intersection with  $y = 1$

$$1 = -14t + 7.3 \rightarrow t = \frac{9}{20} \rightarrow \begin{cases} x = 0.2 \\ y = 1 \\ z = 0.4 \end{cases} \rightarrow \begin{cases} 0 \leq t \leq 1 \\ 0 \leq x, z \leq 1 \end{cases} \rightarrow \text{Accept } (0.2, 1, 0.4)$$