



**BA (HONS) COMPUTER VISUALISATION AND ANIMATION**

Answer **FOUR** questions

**Year: 1**

**Time:**

**Date:**

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**MATHEMATICS FOR COMPUTER GRAPHICS 1**

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Calculators may be used.

Graph paper will be provided.

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**Question 1**

1.1. Define and illustrate by Venn diagrams the following:

- a. union set operation
- b. difference set operation

**[5 marks]**

1.2. Define the following sets:

- a.  $\{a,b,c,d\} \cup \{2,3\} =$
- b.  $\{2,1,5\} \cup \{1,5,7\} =$
- c.  $\{a,b,c\} \cap \{2,3\} =$
- d.  $\{2,1,5\} \cap \{1,5,7\} =$
- e.  $\{1,2,3,4,5,6\} - \{2,3,5,7,9,6\} =$
- d.  $\{3,4\} - \{4,3,1\} =$

**[7 marks]**

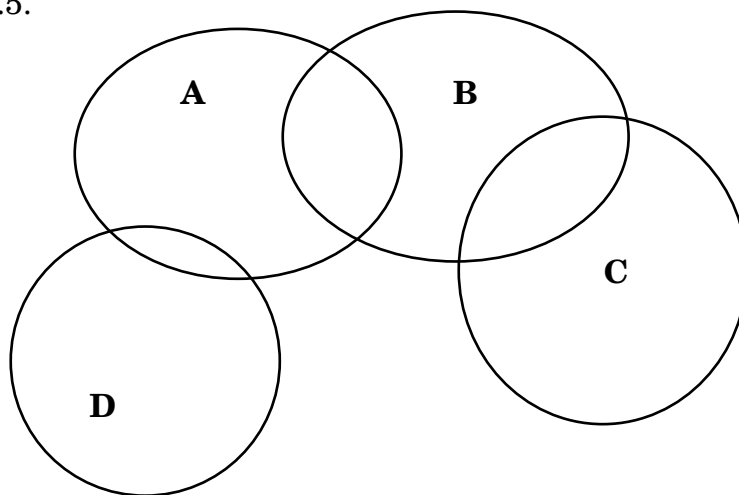
1.3. Let  $S=\{x \mid x \subseteq \{1,2,3\}\}$ . Make a list of all possible elements of  $S$ .

**[5 marks]**

1.4. What is the cardinality of the set  $\{\{1,2,3\}, \{4,5\}, \{7,6\}\}$  ?

**[3 marks]**

1.5.



$$(A \cap B) - (C \cup D)$$

- a. Mark in black the final result of the above operations.
- b. Cross out the redundant sets, which can be removed from the expression without changing the result.

**[5 marks]**

**Question 2**

2.1 Prove the following identities.

a:  $\sin^2 \alpha + \cos^2 \alpha = 1$

b:  $1 + \tan^2(\alpha) = \frac{1}{\sin^2(\alpha)}$

**[4 marks]**

2.2 Find the exact values of the trigonometric functions  $\cos(\alpha)$ ,  $\sin(\alpha)$  and  $\tan(\alpha)$  the following angles (do not use your calculator to find the values)

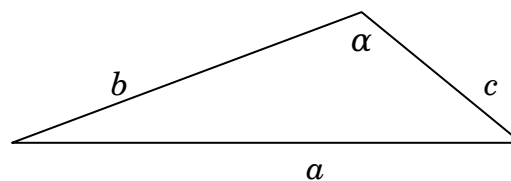
a.  $\alpha = 45^\circ$

b.  $\alpha = 60^\circ$

c.  $\alpha = -30^\circ$

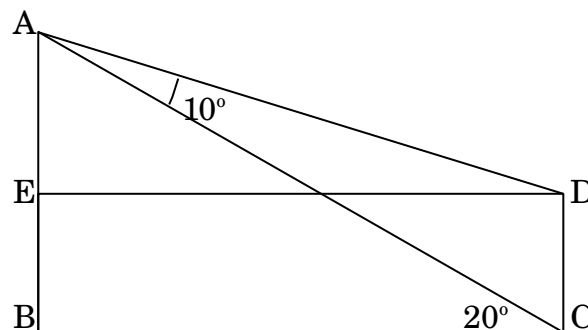
**[6 marks]**

2.3 Use the following diagram to prove that  $a^2 = b^2 + c^2 - 2bc \cos(\alpha)$ .



**[7 marks]**

2.4 In the following diagram, find the distance AB, given that:  
CB=DE; EB=DC=25; Angle EDA=10°; angle BCA= 20°



**[8 marks]**

### Question 3

- 3.1 Given the vectors **a**, **b** and **c** compute the following vector equations.

$$\mathbf{a} = \begin{bmatrix} 5 \\ 4 \\ 2 \end{bmatrix}; \mathbf{b} = \begin{bmatrix} 0 \\ 1 \\ -2 \end{bmatrix}; \mathbf{c} = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$$

a:  $\mathbf{a} - \mathbf{b} + \mathbf{c}$

b:  $\mathbf{c} \times \mathbf{c}$

c:  $\mathbf{a} \cdot \mathbf{c}$

**[4 marks]**

- 3.2 If  $\mathbf{a} = 3\mathbf{j} + 4\mathbf{k}$  and  $\mathbf{b} = 2\mathbf{i} + 3\mathbf{j} - 5\mathbf{k}$  calculate the following.

a:  $\|\mathbf{a}\|$

b:  $\|\mathbf{b}\|$

c:  $\|\mathbf{a}\|\|\mathbf{b}\|$

**[6 marks]**

- 3.3 Given  $\mathbf{r} = a_r\mathbf{i} + b_r\mathbf{j} + c_r\mathbf{k}$  and  $\mathbf{s} = a_s\mathbf{i} + b_s\mathbf{j} + c_s\mathbf{k}$  and  $\mathbf{r} \cdot \mathbf{s} = \|\mathbf{r}\|\|\mathbf{s}\|\cos\alpha$ , where  $\alpha$  is the angle between  $\mathbf{r}$  and  $\mathbf{s}$ , show that  $\mathbf{r} \cdot \mathbf{s} = a_r a_s + b_r b_s + c_r c_s$ .

**[5 marks]**

- 3.4 Using the scalar product calculate the angle between  $\mathbf{r}$  and  $\mathbf{s}$  where  $\mathbf{r} = 2\mathbf{i} + 3\mathbf{j} + 6\mathbf{k}$  and  $\mathbf{s} = \mathbf{i} - 4\mathbf{j} - 2\mathbf{k}$ .

**[5 marks]**

- 3.5 Describe how the scalar product is useful in identifying back-facing polygons.

**[5 marks]**

**Question 4**

4.1 Give the algebraic equivalent of the following matrices.

a:  $\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 3 & 0 \\ 0 & -2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$

b:  $\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} -2 & 0 & 2 \\ 0 & -1 & 3 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$

c:  $\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 2 & 1 \\ 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} 2 & 0 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$

**[4 marks]**

4.2 Describe the following 2D matrices and give an example of each.

a: a scaling matrix

b: a rotation matrix

c: a shear matrix

d: a translation matrix.

**[8 marks]**

4.3 Describe how homogeneous coordinates provide a mechanism for combining scaling and translation matrices. Illustrate your answer with an example.

**[5 marks]**

4.4 Derive a single matrix to undertake the following collective 2D transformations. A scaling by a factor of 2 about the point P(1,-1), followed by a translation by 5 in the x-direction and 3 in the y-direction.

**[8 marks]**

**Question 5**

- 5.1 Compute the value of  $X_b$  for the following where the subscript represents the base of the number.

a:  $X_3 = 32_9$

b:  $X_4 = 3_{10} \sqrt{100_5}$

c:  $X_{16} = 27_{10}$

d:  $X_5 = 121_5 + 101_3$

e:  $X_7 = 14_{10}$

**[5 marks]**

- 5.2 Explain briefly how to normalize a vector, and why it is useful to have unit vectors in scene calculations.

**[5 marks]**

- 5.3 Define the meaning of the following and give an example of each.

a: an irrational number

b: a vector

c: a complex number

d: 3D vertex

**[5 marks]**

- 5.4 Illustrate how  $\sqrt{-1}$  rotates a complex number through  $90^\circ$ .

**[5 marks]**

- 5.5 Simplify the following complex numbers.

a:  $(1 + 3i) + (2 - 4i)$

b:  $(2 - 3i) - (1 - 2i)$

c:  $(2 + i)(1 - i)$

d:  $(2 + i)^2$

e:  $i^2 + i^4 + i^6 + i^8$

**[5 marks]**

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**Question 6**

- 6.1 Describe the geometric meaning of  $a, b$  and  $c$  in the Cartesian form of the line equation  $ax + b = c$  and illustrate your answer with an example.

**[5 marks]**

- 6.2 Find the equation of the line passing through the points  $P(-1, -1)$  and  $Q(2, 1)$ ; write the answer in Hessian normal form

**[5 marks]**

- 6.3 Compute the shortest distance from the origin to the plane defined by equation  $3x + 2y - 4z = 10$ .

**[5 marks]**

- 6.4 Describe how line equations can be used to determine whether points are inside, outside, or located at an edge or vertex of a convex

**[5 marks]**

- 6.5 Find an equation of the line that passes through the point  $(-2, 1)$  and is parallel to the line  $x - y = 2$ . Write the answer in Hessian normal form

**[5 marks]**