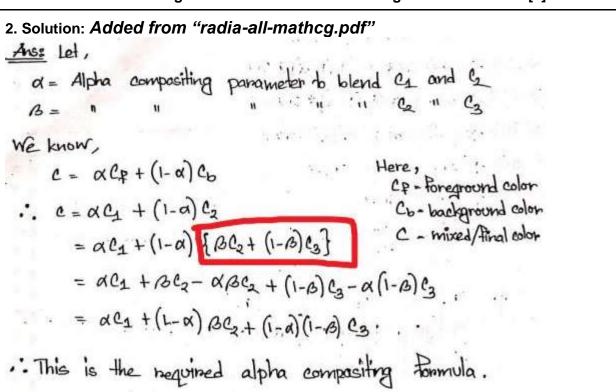
Some Important Derivations

Chapter-2

2. Propose an alpha compositing formula for blending the colors of three objects C1, C2 and C3. Where C1 is the foreground of C2 and C2 is the foreground of C3 [6]



Chapter-3

2. Derive the equation of a Bezier curve of degree 4 using de Casteljau's Algorithm.

[6]

2. Solution:

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de Casteljau's Algorithm:  P_{i,j} = (1-u) \ P_{i_1,j-1} + u \ P_{i+1,j-1} \\ P_{0,4} = (1-u) \ P_{0,3} + u \ P_{1,3} \\ = (1-u) \ ((1-u) \ P_{0,2} + u \ P_{1,2})) + u \ ((1-u) \ P_{1,2} + u \ P_{2,2})) \\ = (1-u) \ ((1-u) \ ((1-u) \ P_{0,1} + u \ P_{2,1}) + u \ ((1-u) \ P_{1,1} + u \ P_{2,1}))) + u \ ((1-u) \ ((1-u) \ P_{1,1} + u \ P_{2,1}))) + u \ ((1-u) \ ((1-u) \ P_{1,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{1,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{1,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1})) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{2,1} + u \ P_{2,1}))) + u \ ((1-u) \ P_{
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Chapter-4

- 1. Show that two successive reflections about either of the principle axis is equivalent to a single rotation about the coordinate origin. [8]
- 1. a. Solution:
- Transformation matrix for two successive reflections about either of the principle axis,

M1 = Ref-Y * Ref-X

Single rotation matrix

M2 = R(180)

You need to show that, M1 == M2

- 1. Show that, transformation for a reflection about the line y = x, is equivalent to a reflection relative to the x-axis followed by counterclockwise rotations of 90 degree. [8]
- 1. a. Solution:
- 1. Transformation matrix for reflection about the line y = x,

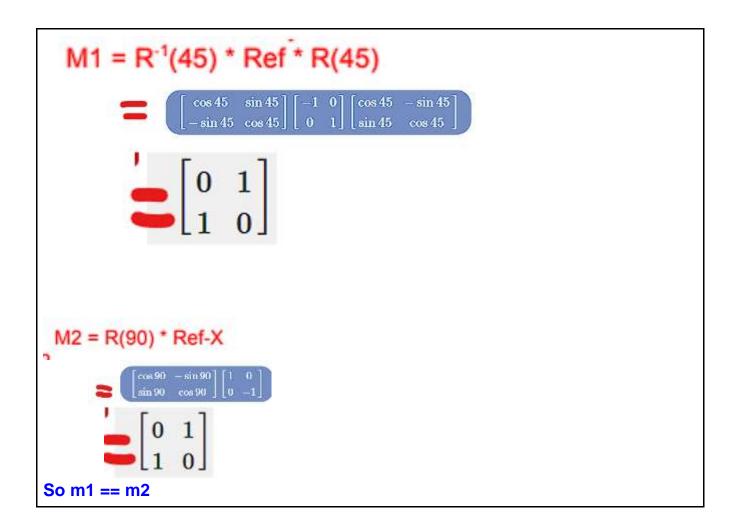
 $M1 = R^{-1}(45) * Ref * R(45)$

Transformation matrix for Reflection relative to the x-axis followed by counterclockwise rotations of 90 degrees,

M2 = R(90) * Ref-X

You need to show that, M1 == M2

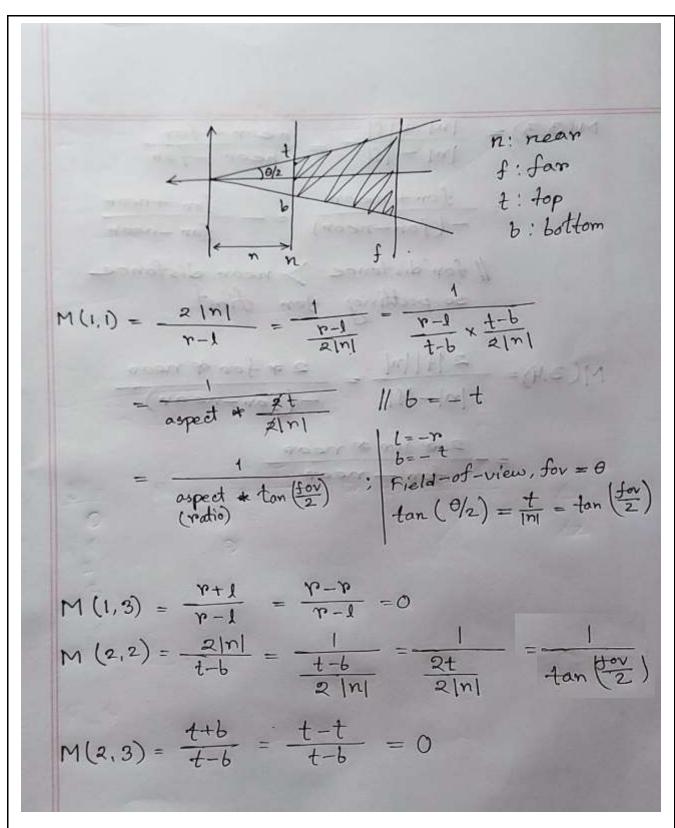
Solution: 053



Chapter-5

Show that, the M_{OpenGL} can be written as follows –

$$\mathbf{M}_{\text{OpenGL}} = \begin{bmatrix} \frac{2|n|}{r-l} & 0 & \frac{r+l}{r-l} & 0 \\ 0 & \frac{2|n|}{t-b} & \frac{t+b}{t-b} & 0 \\ 0 & 0 & \frac{|n|+|f|}{|n|-|f|} & \frac{2|f||n|}{|n|-|f|} \\ 0 & 0 & -1 & 0 \end{bmatrix} = \begin{bmatrix} \frac{1}{aspect*} \tan(\frac{fov}{2}) & 0 & 0 \\ 0 & \frac{1}{\tan(\frac{fov}{2})} & 0 \\ 0 & 0 & -\frac{far+near}{far-near} & -\frac{2^{n}}{far-near} \\ 0 & 0 & -1 \end{bmatrix}$$



Correction: M(2,2) er sheshe 1/tan(fov/2) hobe. corrected

M(3,3) =
$$\frac{|n| + |f|}{|n| - |f|} = \frac{near + far}{near}$$

= $\frac{far + near}{-(far - near)} = \frac{far + near}{far - near}$

| far distance > near distance

so putting far first.

M(3,4) = $\frac{2|f||n|}{|n| - |f|} = \frac{2 + far}{-(far - near)}$

= $\frac{2}{far} = \frac{far}{-near}$