







2) 1. Floor (x) = (0,0) fract (X)=(.5,.5) 2. You need nocks (0,0), (1,0), (0,1), and (1,1) 3. (0,1) (5)(5) (5)(5) Each node has the same neight of (.5)(.5), or .25 (.5x.2) (.5x.2) (1,0) (0,0)

4. F(X) = F(X) + = P(2X) + = F(4X) + & F(8X)







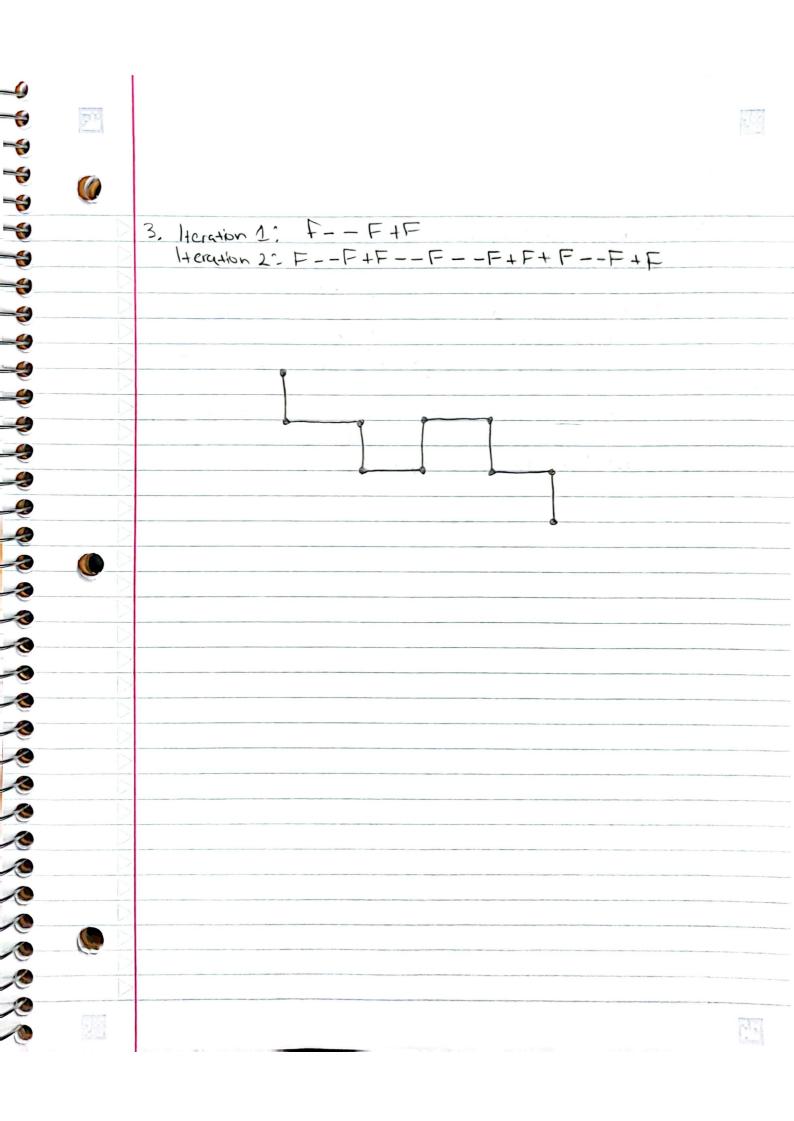












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2. Plugging x (+) into x and y(+) into y in the ellipsoid equation,

t2+Q=1 > t2=1 > t=±1

that is where the first intersection will happen based on the direction of the ray.

 $\frac{3 \cdot \times (-1)}{y \cdot (-1)} \rightarrow (-1)$

