

Q1. ① equation of the trajectory

$$\begin{cases} x_0 = 30 \cdot \cos(2\pi \cdot 15 \cdot u) \\ y_0 = 30 \cdot \sin(2\pi \cdot 15 \cdot u) \\ z_0 = 15 \cdot 10 u \end{cases} \quad u \in [0, 1]$$

② a unique sphere $1 - (x - x_0)^2 - (y - y_0)^2 - (z - z_0)^2 = 0$ ③ to specify the uniform speed $u = \frac{k-1}{160-1} \quad k=1, 2, \dots, 160$

Q2. The definition of the line is

$$\begin{cases} x_0 = 2 \cdot u \\ y_0 = 2 \cdot u \\ z_0 = 0 \end{cases}$$

The rotation matrix is

$$\begin{bmatrix} \cos(\frac{3}{2}\pi) & 0 & \sin(\frac{3}{2}\pi) & 0 \\ 0 & 1 & 0 & 0 \\ -\sin(\frac{3}{2}\pi) & 0 & \cos(\frac{3}{2}\pi) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Code

```
x0=2*u;
y0=2*u;
z0=0;
tau=sin(pi/2*t);
z=z0*cos(1.5*pi*tau) - x0*sin(1.5*pi*tau);
y=y0;
x=z0*sin(1.5*pi*tau) + x0*cos(1.5*pi*tau);
```

$$\therefore \begin{cases} z = z_0 \cdot \cos(\frac{3}{2}\pi \cdot \tau) - x_0 \sin(\frac{3}{2}\pi \cdot \tau) \\ y = y_0 \\ x = z_0 \cdot \sin(\frac{3}{2}\pi \cdot \tau) + x_0 \cos(\frac{3}{2}\pi \cdot \tau) \end{cases} \quad \begin{matrix} \tau = \sin(\frac{\pi}{2} \cdot t) \\ t \in [0, 1] \end{matrix}$$

$$Q3. \quad A: \begin{cases} x = 2 \cdot v \cdot \cos(2\pi u) \\ y = v \cdot \sin(2\pi u) \\ z = 0 \end{cases} \quad B: \begin{cases} x = v \cdot \cos(2\pi u) \\ y = 2 \cdot v \cdot \sin(2\pi u) \\ z = 0 \end{cases}$$

 \therefore the transformation is

$$\begin{cases} x = (1-s)(2v\cos(2\pi u)) + s \cdot (v\cos(2\pi u)) \\ y = (1-s)(v\sin(2\pi u)) + s \cdot (2v\sin(2\pi u)) \\ z = 0 \end{cases}$$

$$s = t, \quad t \in [0, 1]$$

Code

```
xA=2*v*cos(2*pi*u);
yA=v*sin(2*pi*u);
xB=v*cos(2*pi*u);
yB=2*v*sin(2*pi*u);
x=(1-t)*xA+t*xB;
y=(1-t)*yA+t*yB;
z=0;
```

Q4. sphere

$$\begin{cases} x_1 = w \cos(-\frac{\pi}{2} + \pi u) \cdot \sin(-\pi + 2\pi v) \\ y_1 = w \sin(-\frac{\pi}{2} + \pi u) \\ z_1 = w \cos(-\frac{\pi}{2} + \pi u) \cos(-\pi + 2\pi v) \end{cases} \quad u, v, w \in [0, 1]$$

cylinder

$$\begin{cases} x_2 = 2u \cos(2\pi v) - 2 \\ y_2 = -4 + 4u \\ z_2 = 2u \sin(2\pi v) + 2 \end{cases} \quad u, v, w \in [0, 1]$$

∴ the morphing process is

$$\begin{cases} x = (1-\tau)x_1 + \tau x_2 \\ y = (1-\tau)y_1 + \tau y_2 \\ z = (1-\tau)z_1 + \tau z_2 \end{cases}$$

$$\tau = \sin\left(\frac{\pi}{2} \cdot \frac{k-1}{160-1}\right) \quad k=1, 2, \dots, 160$$

Code

```
x1=w*cos(-0.5*pi+pi*u)*sin(-pi+2*pi*v);
y1=w*sin(-0.5*pi+pi*u);
z1=w*cos(-0.5*pi+pi*u)*cos(-pi+2*pi*v);
```

```
x2=2*u*cos(2*pi*v)-2;
y2=-4+4*u;
z2=2*u*sin(2*pi*v)+2;
```

```
x=(1-tau)*x1+tau*x2;
y=(1-tau)*y1+tau*y2;
z=(1-tau)*z1+tau*z2;
```