

TheoryExercise1

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March 6, 2019

Cylinder formula derivation

We start with the original implicit formula:

$$\|\vec{x} - \vec{x}_0\|^2 = R^2 + ((x - x_0) \cdot \vec{v})^2$$

Where \vec{x} is the ray, \vec{x}_0 is the center of the cylinder and \vec{v} is the direction of the cylinder.

We replace $\vec{x} = \vec{o} + t \cdot \vec{d}$ and get

$$(\vec{o} + t \cdot \vec{d} - \vec{x}_0)^T \cdot (\vec{o} + t \cdot \vec{d} - \vec{x}_0) = R^2 + ((\vec{o} + t \cdot \vec{d} - \vec{x}_0) \cdot \vec{v})^2$$

By substituting $\vec{y} = \vec{o} - \vec{x}_0$

$$(t \cdot \vec{d} + \vec{y})^T \cdot (t \cdot \vec{d} + \vec{y}) = R^2 + (t \cdot \vec{d} \cdot \vec{v} + \vec{y} \cdot \vec{v})^2$$

By expanding

$$t^2 \cdot \|\vec{d}\|^2 + 2 \cdot t \cdot \vec{d} \cdot \vec{y} + \|\vec{y}\|^2 = R^2 + t^2 \cdot (\vec{d} \cdot \vec{v})^2 + 2t(\vec{d} \cdot \vec{v}) \cdot (\vec{y} \cdot \vec{v}) + (\vec{y} \cdot \vec{v})^2$$

Giving the second order equation

$$t^2 \cdot (\|\vec{d}\|^2 - (\vec{d} \cdot \vec{v})^2) + 2t \cdot (\vec{d} \cdot \vec{y} - (\vec{d} \cdot \vec{v}) \cdot (\vec{y} \cdot \vec{v})) + \|\vec{y}\|^2 - R^2 - (\vec{y} \cdot \vec{v})^2 = 0$$

In the implementation we use this formula to project the intersection point on the cylinder's axis:

$$proj = (intersection_{point} - center) \cdot \vec{v} \cdot \vec{v} + center$$