

3D Geometry Objects

76.92% (20/26)



- **1.** What is the name of 2 presenters today?
- A Nguyen Duc Anh Phuc & Ngo Van Tan Luu
- **B** Ngo Van Tan Luu & Huynh Viet Tuan Kiet
- c Nguyen Duc Anh Phuc & Truong Thanh Thang
- Huynh Viet Tuan Kiet & Nguyen Duc Anh Phuc
- E Ngo Van Tan Luu & Truong Thanh Thang
- X
- **2.** Which is a correct statement?

0/2 POINTS

- 3 collinear points are 3 points in only one plane
- **B** There is only one plane going through 3 collinear points
- **c** 3 coplanar points may not be collinear
- D 3 points that are not collinear are definitely not coplanar
- **/**
- **3.** Why must use matrices in order to represent linear transformations?

3/3 POINTS

- A Matrices allow arbitrary linear transformations to be displayed in a consistent format suitable for computation
- **B** Matrices are easily represented as a computer data structure
- The transformation represented as a matrix M can be undone by applying the inverse of the matrix M^{-1}
- **D** Every linear transformation is a matrix transformation
- **E** Both A, B, D are correct
- F A and C are correct
- G Both A, B, C are correct
- **H** Both A, B, C, D are correct
- I B and C are correct

- Square matrices are used so that we can perform all transformations using matrix multiplications.
 0/1 POINT
 - **T** True
 - False

- $\begin{bmatrix} 1 & 0 & 0 & T_X \\ 0 & 1 & 0 & T_Y \\ 0 & 0 & 1 & T_Z \\ 0 & 0 & 0 & 1 \end{bmatrix}$
- 5. Based on the equation, which is the matrix that rotates around the Oy axis?
 3/3 POINTS

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta & 0 \\ 0 & \sin\theta & \cos\theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

- $\begin{bmatrix} \cos \theta & 0 & \sin \theta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin \theta & 0 & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
- $\begin{bmatrix} \cos \theta & 0 & -\sin \theta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin \theta & 0 & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

$$X' = X \times \cos \theta + Z \times \sin \theta$$

$$Y' = Y$$

$$Z' = -X \times \sin \theta + Z \times \cos \theta$$

$$\rightarrow \begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = [?] \times \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

$$S = \begin{bmatrix} 2, 0, 0, 0 \\ 0, 2, 0, 0 \\ 0, 0, 2, 0 \\ 0, 0, 0, 1 \end{bmatrix}$$

$$S = \begin{bmatrix} 1,0,0,0 \\ 0,1,0,0 \\ 0,0,1,0 \\ 0,0,0,\frac{1}{2} \end{bmatrix}$$

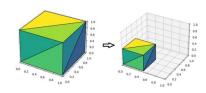
$$S = \begin{bmatrix} \frac{1}{2}, 0, 0, 0 \\ 0, \frac{1}{2}, 0, 0 \\ 0, 0, \frac{1}{2}, 0 \\ 0, 0, 0, \frac{1}{2} \end{bmatrix}$$

$$S = \begin{bmatrix} 1,0,0,0\\0,1,0,0\\0,0,1,0\\0,0,0,2 \end{bmatrix}$$

$$S = egin{bmatrix} 2,0,0,0\0,2,0,0\0,0,2,0\0,0,0,rac{1}{2} \end{bmatrix}$$

- 7. What transformation does this matrix perform?
 2/2 POINTS
 - A Reflection through the XY plane
 - B Reflection through the YZ plane
 - Reflection through the XZ plane

- A Rotation around the Ox axis 90 degrees
- B Rotation around the Oy axis 90 degrees
- c Rotation around the Oz axis 90 degrees



$$\begin{bmatrix} X' \\ Y' \\ Z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} X' \\ Y' \\ Z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$



- **9.** Which of the following coordinate performs the translation (2,4,5) and rotates about the z-axis at an angle of 90 degrees at the point (1,1,1)?
 - **A** (5,3-6)
 - (-5,3,6)
 - (-3,3,6)
 - **D** (3,3,-6)



- **10.** Which of the following matrices performs the reflection (2,4,5) through the YZ plane and shear in the X directions with the parameter (0,4,7) degrees at any point? 5/5 POINTS
- $S = egin{bmatrix} -1,0,0,0 \ -4,1,0,0 \ -7,0,1,0 \ 0,0,0,1 \end{bmatrix}$
- $S = egin{bmatrix} -1,0,0,0\ 4,1,0,0\ 7,0,1,0\ 0,0,0,1 \end{bmatrix}$
- $S = \begin{bmatrix} -1, 0, 0, 0 \\ -4, 1, 0, 0 \\ 7, 0, 1, 0 \\ 0, 0, 0, 1 \end{bmatrix}$
- $S = egin{bmatrix} -1,0,0,0 \ 4,1,0,0 \ -7,0,1,0 \ 0,0,0,1 \end{bmatrix}$