CPSC 314 Theory Assignment 4 Due Tuesday, December 01 at 23:59

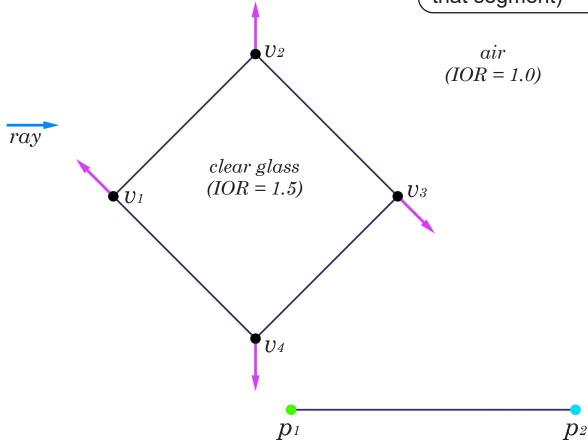
Submit your answers on the corresponding assignment on canvas

Given the following data:

ray origin [-70,20,0] ray direction [1,0,0]

Coordinates xyz		normal
U_1	[-40,0,0]	[cos(135),sin(135),0]
U_2	[0,40,0]	[0,1,0]
U3	[40,0,0]	[cos(315),sin(315),0]
U_4	[0,-40,0]	[0,-1,0]
	Coordinates xyz	Color
p_1	[10, -60,0]	[0,255,0]
p_2	[90, -60,0]	[0,0,255]

- a) (20pts) Compute the first intersection of the primary ray with the glass object. (position and interpolated normal)
- b) (30pts) Compute the secondary refraction rays (coming in and out from the glass object)
- c) (50pts) Compute the final color sampled by the ray. (interpolating the color between p1 and p2 (if the ray intersects that segment)



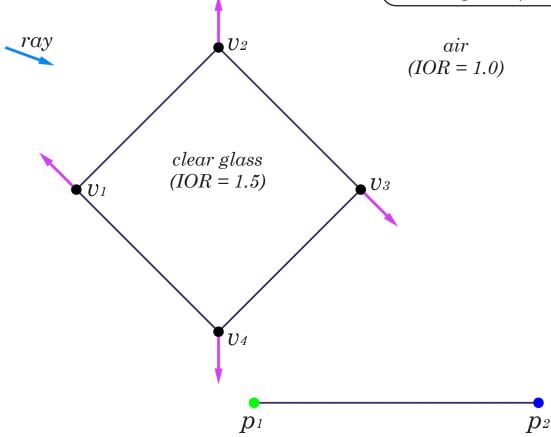
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Given the following data:

ray origin [-60,40,0] ray direction [0.939693,-0.34202,0]

Coordinates xyz		normal
U_1	[-40,0,0]	[cos(135),sin(135),0]
U_2	[0,40,0]	[0,1,0]
\mathcal{U} 3	[40,0,0]	[cos(315),sin(315),0]
U_4	[0,-40,0]	[0,-1,0]
Coordinates xyz		Color
p_1	[10, -60,0]	[0,255,0]
p_2	[90, -60,0]	[0,0,255]

- a) (20pts) Compute the first intersection of the primary ray with the glass object. (position and interpolated normal)
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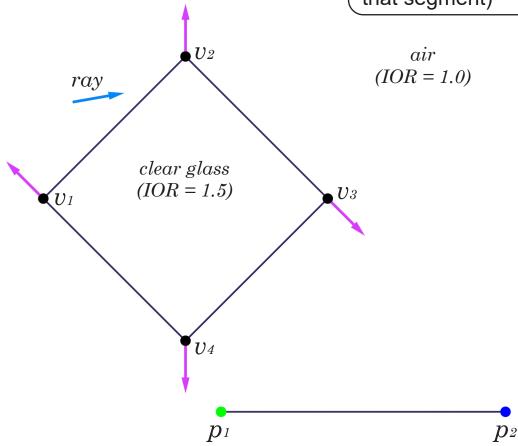
Submit your answers on the corresponding assignment on canvas

Given the following data:

ray origin [-31.7668,27.1443,0] ray direction [0.984808,0.173648,0]

Coordinates xyz		normal
U_1	[-40,0,0]	[cos(135),sin(135),0]
U_2	[0,40,0]	[0,1,0]
U_3	[40,0,0]	[cos(315),sin(315),0]
U_4	[0,-40,0]	[0,-1,0]
	Coordinates xyz	Color
p_1	[10, -60,0]	[0,255,0]
p_2	[90, -60,0]	[0,0,255]

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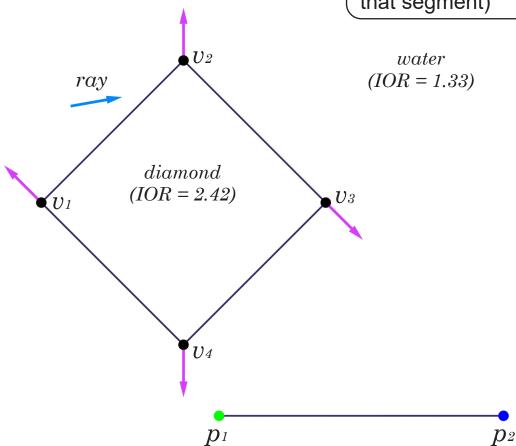
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Given the following data:

ray origin [-31.7668,27.1443,0] ray direction [0.984808,0.173648,0]

Coordinates xyz		normal
U_1	[-40,0,0]	[cos(135),sin(135),0]
U_2	[0,40,0]	[0,1,0]
U3	[40,0,0]	[cos(315),sin(315),0]
U_4	[0,-40,0]	[0,-1,0]
Coordinates xyz		Color
p_1	[10, -60,0]	[0,255,0]
p_2	[90, -60,0]	[0,0,255]

- a) (20pts) Compute the first intersection of the primary ray with the object. (position and interpolated normal)
- b) (30pts) Compute the secondary refraction rays (coming in and out from the object)
- c) (50pts) Compute the final color sampled by the ray. (interpolating the color between p1 and p2 (if the ray intersects that segment)



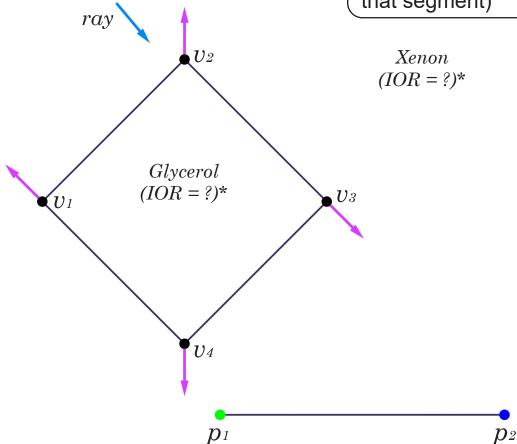
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Given the following data:

ray origin [-19.2024,55.8939,0] ray direction [0.642788,-0.766044,0]

Coordinates xyz		normal
U_1	[-40,0,0]	[cos(135),sin(135),0]
U_2	[0,40,0]	[0,1,0]
U_3	[40,0,0]	[cos(315),sin(315),0]
U_4	[0,-40,0]	[0,-1,0]
Coordinates xyz		Color
p_1	[10, -60,0]	[0,255,0]
p_2	[90, -60,0]	[0,0,255]

- a) (20pts) Compute the first intersection of the primary ray with the object. (position and interpolated normal)
- b) (30pts) Compute the secondary refraction rays (coming in and out from the object)
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^{*}refractive index.info