

Question 2

Task 1

we know: $\vec{l} = \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$ - light source

$c = \begin{pmatrix} 4 \\ 6 \\ 7 \end{pmatrix}$ - camera posn.

$$\vec{n} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$\text{plane} = y=0$$

Steps: ① find the reflected ray r

② find the position via $c - kr = p$, where c, r are fixed

③ we know $y=0$, solve the equations

$$\textcircled{1} \quad 2(\vec{n}) \cdot \langle \vec{n}, \vec{l} \rangle = \vec{l}$$

$$\Rightarrow 2 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \cdot \left\langle \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix} \right\rangle = \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} 0 \\ 4 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} -1 \\ 2 \\ -2 \end{pmatrix}$$

$$\textcircled{2} \quad \begin{pmatrix} 4 \\ 6 \\ 7 \end{pmatrix} - k \begin{pmatrix} -1 \\ 2 \\ -2 \end{pmatrix} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\textcircled{3} \quad \begin{aligned} 4 + k &= x \\ 6 - 2k &= 0 \\ 7 + 2k &= z \end{aligned}$$

$$\Rightarrow k=3$$

$$\Rightarrow x=7$$

$$k=3$$

$$z=13$$

$$\Rightarrow \begin{pmatrix} 7 \\ 0 \\ 13 \end{pmatrix} = \text{intersection } p$$

Question 2 Task 2.

$$n = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix},$$

$$\vec{l} = \frac{\vec{l}}{|\vec{l}|} = \frac{(1, 2, 2)^T}{\sqrt{1^2 + 2^2 + 2^2}} = \frac{(1, 2, 2)^T}{3} = \begin{pmatrix} 1/3 \\ 2/3 \\ 2/3 \end{pmatrix}$$

we know $p_{\perp} = \frac{1}{2}$, $p_{\parallel} = \frac{1}{2}$, $I = 1$.

$$I = p_{\perp} (\langle \vec{n}, \vec{l} \rangle \cdot I) + p_{\parallel} (\langle \vec{n}, \vec{v} \rangle \cdot I)$$

$$= \frac{1}{2} (1 \cdot \langle \vec{n}, \vec{l} \rangle) + \frac{1}{2} (1 \cdot \langle \vec{n}, \vec{v} \rangle)$$

$$= \frac{1}{2} \left((0 \cdot \frac{1}{3} + 1 \cdot \frac{2}{3} + 0 \cdot \frac{2}{3}) \cdot 1 \right) + \frac{1}{2} (1 \cdot 1)$$

$$= \frac{1}{2} \cdot \frac{1}{3} + \frac{1}{2} = \frac{5}{6}.$$

Bonus Exercise 3

① normalize all vectors such that

$$\Rightarrow |\vec{n}| = |\vec{v}| = |\vec{l}| = |\vec{r}| = 1$$

② let \vec{h} be the half vector such that:

$$\vec{h} = \frac{\vec{l} + \vec{v}}{|\vec{l} + \vec{v}|}$$

③ let $\vec{r} = 2(\vec{l} \cdot \vec{n})\vec{n} - \vec{l}$

④ \angle between \vec{v}, \vec{r} such as:
 $\cos(\phi) = \langle \vec{v}, \vec{r} \rangle$

\Rightarrow use ③

$$\Rightarrow \cos(\phi) = \vec{v} \cdot [2(\vec{l} \cdot \vec{n})\vec{n} - \vec{l}]$$

⑤ \angle between \vec{n}, \vec{h} such as
 $\cos(\theta) = \langle \vec{n}, \vec{h} \rangle$

$$\textcircled{6} \quad \cos(\theta) = \langle \vec{n}, \frac{\vec{l} + \vec{v}}{|\vec{l} + \vec{v}|} \rangle$$

by definition
↓

⑦ Since they are all coplanar, \vec{h} bisects
angle between \vec{l}, \vec{v}

$$\Rightarrow \frac{1}{2}\phi = \theta \quad \text{as angle of incidence} = \text{angle of reflection}$$