

HW5

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(a) We will use this matrix:

$$\text{View-to-world} = \begin{bmatrix} \hat{\mathbf{v}}_{\text{side}} & \hat{\mathbf{v}}_{\text{up}} & \hat{\mathbf{v}}_{\text{fwd}} & (\text{pos}) \\ 0 & 0 & 0 & 1 \end{bmatrix} = C_{V2W}$$

We calculate $\hat{\mathbf{v}}_{\text{fwd}}$ by using the equation:

$$\hat{\mathbf{v}}_{\text{dir}} = \text{Normalize}(\mathbf{T}_{\text{pos}} - \mathbf{(pos)})$$

$$(1, -463, -522) - (1, 5, -2) = (0, -468, -520)$$

$$\text{Normalize}(0, -468, -520) = (0, -0.669, -0.7433)$$

Since we are working w/ a Right-hand camera then we take $-(\hat{\mathbf{v}}_{\text{dir}})$:

$$\hat{\mathbf{v}}_{\text{fwd}} = -\hat{\mathbf{v}}_{\text{dir}} = (0, 0.669, 0.7433)$$

Next, In order to calculate $\hat{\mathbf{v}}_{\text{side}}$ we use this equation:

$$\hat{\mathbf{v}}_{\text{side}} = \text{Normalize}(\mathbf{Up} \times \hat{\mathbf{v}}_{\text{fwd}})$$

$$(0, 1, 0) \times (0, 0.669, 0.7433) = (0.7433, 0, 0)$$

$$\text{Normalize}(0.7433, 0, 0) = (1, 0, 0) = \hat{\mathbf{v}}_{\text{side}}$$

In order to calculate \hat{v}_{up} , we use the following equation:

$$\hat{v}_{up} = \text{Normalize}(\hat{v}_{fwd} + \hat{v}_{side})$$

$$(0, .669, .7433) \times (1, 0, 0) = (0, .7433, -.669)$$

The normalization is the same

Thus:

$$C_{V2W} = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 0 & .7433 & .669 & 5 \\ 0 & -.669 & .7433 & -2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

b) In order to calculate C_{W2V} , we calculate the inverse of C_{V2W} :

$$(C_{V2W})^{-1} = \begin{bmatrix} R^T & -(R^T b_{pos}) \\ 0^T & 1 \end{bmatrix} = C_{W2V}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & .7433 & -.669 \\ 0 & .669 & .7433 \end{bmatrix} \begin{bmatrix} 1 \\ 5 \\ -2 \end{bmatrix} = \begin{bmatrix} 1 \\ 5.0545 \\ 1.8584 \end{bmatrix}$$

Thus:

$$C_{W2V} = \begin{bmatrix} 1 & 0 & 0 & -1 \\ 0 & .7433 & -.669 & -5.0545 \\ 0 & .669 & .7433 & -1.8584 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\left(\frac{2}{1200}\right)_{426}$$

c) We use the following matrix:

$$M_{ortho} = \begin{bmatrix} \frac{2}{r-n} & 0 & 0 & -\frac{r+n}{r-n} \\ 0 & \frac{2}{f-b} & 0 & -\frac{f+b}{f-b} \\ 0 & 0 & -\frac{2}{f-n} & -\frac{f+n}{f-n} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{2}{1200} & 0 & 0 & 0 \\ 0 & \frac{2}{675} & 0 & 0 \\ 0 & 0 & -\frac{2}{6999} & -\frac{7001}{6999} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} .00167 & 0 & 0 & 0 \\ 0 & .00296 & 0 & 0 \\ 0 & 0 & -.00029 & -1.00029 \\ 0 & 0 & 0 & 1 \end{bmatrix} = M_{ortho}$$

d) We use the following matrix:

$$M_{NDCscr} = \begin{bmatrix} \frac{w}{2} & 0 & 0 & \frac{w}{2} \\ 0 & -\frac{h}{2} & 0 & \frac{h}{2} \\ 0 & 0 & \frac{d_2}{2} & \frac{d_3}{2} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{1920}{2} & 0 & 0 & \frac{1920}{2} \\ 0 & -\frac{1080}{2} & 0 & \frac{1080}{2} \\ 0 & 0 & \frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 960 & 0 & 0 & 960 \\ 0 & -540 & 0 & 540 \\ 0 & 0 & .5 & .5 \\ 0 & 0 & 0 & 1 \end{bmatrix} = M_{NDCscr}$$

e) In order to calculate this, we must multiply each point C_{W2V} then take this new point and multiply it by M_{ortho} , and finally multiply this value by $M_{NOC2Scr}$.

P1:

$$\begin{bmatrix} 1 & 0 & 0 & -1 \\ 0 & .7433 & -.669 & -5.0545 \\ 0 & .669 & .7433 & -1.8584 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -90 \\ -1352 \\ -1573 \\ 1 \end{bmatrix} = \begin{bmatrix} -91 \\ 65.0869 \\ -2100.8295 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} .00167 & 0 & 0 & 0 \\ 0 & .00296 & 0 & 0 \\ 0 & 0 & .00029 & -1.00029 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -91 \\ 65.0869 \\ -2100.8295 \\ 1 \end{bmatrix} = \begin{bmatrix} -.15197 \\ -.19266 \\ -.39105 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} .960 & 0 & 0 & .960 \\ 0 & .540 & 0 & .540 \\ 0 & 0 & .5 & .5 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -.15197 \\ -.19266 \\ -.39105 \\ 1 \end{bmatrix} = \begin{bmatrix} 814.1088 \\ 435.9651 \\ .3045 \\ 1 \end{bmatrix}$$

(From here on out I won't copy all matrices! In order to save time and space)

P2:

$$C_{W2V}(-65, -1389, -1573, 1) = (-66, 14.8388, -2100.3103, 1)$$

$$M_{ortho}(-66, 14.8388, -2100.3103, 1) = (-.1102, .0439, -.3912, 1)$$

$$M_{NDC25cr}(-.1102, .0439, -.3912, 1) = (854.1888, 516.2817, .3044, 1)$$

P3:

$$C_{W2V}(-140, -333, -1624, 1) = (-141, 90.5826, -2100.7546, 1)$$

$$M_{ortho}(-141, 90.5826, -2100.7546, 1) = (-.2355, .2681, -.3911, 1)$$

$$M_{NDC25cr}(-.2355, .2681, -.3911, 1) = (733.9488, 395.2128, .3045, 1)$$

	C_{W2V}	M_{ortho}	$M_{NDC25cr}$
P1	-91 65.0869 -2100.8295	-.15197 -.19266 -.39103	814.1088 435.965 .30445
P2	-66 14.8388 -2100.3103	-.1102 .0439 -.3912	845.1888 516.2817 .3044
P3	-141 90.5826 -2100.7546	-.2355 .2681 -.3911	733.9488 395.2128 .3045

g) We begin by setting the points in near and far clip planes

$$\text{near} = \begin{bmatrix} 1871 \\ 56 \\ 0 \\ 1 \end{bmatrix} \quad \text{far} = \begin{bmatrix} 1871 \\ 56 \\ 1 \\ 1 \end{bmatrix}$$

Next, we apply $M_{scr2NDC} = (M_{NDC2scr})^{-1}$:

$$(M_{NDC2scr})^{-1} = \begin{bmatrix} .00104 & 0 & 0 & -1 \\ 0 & -.00185 & 0 & 1 \\ 0 & 0 & 2 & -1 \\ 0 & 0 & 0 & 1 \end{bmatrix} = M_{scr2NDC}$$

Near: $M_{scr2NDC}(1871, 56, 0, 1) = (.94896, .8963, -1, 1)$

Far: $M_{scr2NDC}(1871, 56, 1, 1) = (.94896, .8963, 1, 1)$

Next we apply $(M_{ortho})^{-1}$ to get points in camera space:

$$(M_{ortho})^{-1} = \begin{bmatrix} 548.8024 & 0 & 0 & 0 \\ 0 & 337.8378 & 0 & 0 \\ 0 & 0 & -3448.2759 & -3448.2759 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Near: $(M_{ortho})^{-1}(.94896, .8963, -1, 1) = (568.2385, 302.8028, -1, 1)$

Far: $(M_{ortho})^{-1}(.94896, .8963, 1, 1) =$

$$(567.2385, 302.8028, -6897.5517, 1)$$

And finally, we apply C_{V2W} to get the points in World space:

Near: $C_{V2W}(568.2385, 302.8028, -1, 1) =$
 $(569.2385, 229.4043, -205.3184, 1) = \text{World}_{\text{near}}$

Far: $C_{V2W}(567.2385, 302.8028, -6897.5517, 1) =$
 $(568.2385, -4384.3888, -5331.5253, 1) = \text{World}_{\text{far}}$

② a) In order to calculate this we will use the following matrix:

$$C_{V2W} = \begin{bmatrix} \hat{v}_{\text{side}} & \hat{v}_{\text{up}} & \hat{v}_{\text{fwd}} & C_{\text{pos}} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

We calculate \hat{v}_{fwd} by using this equation:

$$\hat{v}_{\text{fwd}} = -\hat{v}_{\text{dir}} = -(\text{Normalize}(T_{\text{pos}} - C_{\text{pos}}))$$

$$(83, -40, -13) - (-9, -6, -2) = (92, -34, -11)$$

$$\text{Normalize}(92, -34, -11) = (.9322, -.3445, -.1115)$$

$$\hat{v}_{\text{fwd}} = (-.9322, .3445, .1115)$$

Next, we use this equation to calculate \hat{v}_{side} :

$$\hat{v}_{\text{side}} = \text{Normalize}(v_{\text{up}} \times \hat{v}_{\text{fwd}})$$

$$(0, 1, 0) \times (-.9322, .3445, .1115) = (.1115, 0, .9322)$$

$$\text{Normalize}(.1115, 0, .9322) = (.1188, 0, .9929) = \hat{v}_{\text{side}}$$

To calculate \hat{v}_{up} , we use:

$$\hat{v}_{\text{up}} = \text{Normalize}(\hat{v}_{\text{fwd}} \times \hat{v}_{\text{side}})$$

$$(-.9322, .3445, .1115) \times (.1188, 0, .9929) = \\ (.3421, .9388, -.0409)$$

$$\text{Normalize}(.3421, .9388, -.0409) = \\ (.3421, .9388, -.0409)$$

Thus:

$$C_{V2W} = \begin{bmatrix} .1188 & .3421 & -.9322 & -9 \\ 0 & .9388 & .3445 & -6 \\ .9929 & -.0409 & .1115 & -2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

b) In order to calculate C_{W2V} , we calculate the inverse of C_{V2W} :

$$(C_{V2W})^{-1} = \begin{bmatrix} R^T & [R^T C_{\text{pos}}] \\ 0^T & 1 \end{bmatrix} = C_{W2V}$$

$$\begin{bmatrix} .1188 & 0 & .9929 \\ .3421 & .9388 & -.0409 \\ -.9322 & .3445 & .1115 \end{bmatrix} \begin{bmatrix} -9 \\ -6 \\ -2 \end{bmatrix} = \begin{bmatrix} -3.055 \\ -8.6299 \\ 6.0998 \end{bmatrix}$$

Thus:

$$C_{W2V} = \begin{bmatrix} .1188 & 0 & .9929 & 3.055 \\ .3421 & .9388 & -.0409 & 8.6299 \\ -.9322 & .3445 & .1115 & -6.0998 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

c) We will use the following matrix:

$$M_{\text{persp}} = \begin{bmatrix} da & 0 & 0 & 0 \\ 0 & d & 0 & 0 \\ 0 & 0 & -\frac{f+n}{f-n} & \frac{-2fn}{f-n} \\ 0 & 0 & -1 & 0 \end{bmatrix} \text{ where } d = \cot(\frac{\theta}{2}) \text{ and } a \text{ is the aspect ratio}$$

$$d = \cot(\frac{\pi}{3}/2) = 1.7321$$

$$a = 1920/1080 = 1.7778$$

Thus:

$$M_{\text{persp}} = \begin{bmatrix} .9743 & 0 & 0 & 0 \\ 0 & 1.7321 & 0 & 0 \\ 0 & 0 & -1.002 & -2.002 \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

d) We will use the following matrix:

$$M_{\text{NDC2Screen}} = \begin{bmatrix} \frac{w_2}{2} & 0 & 0 & \frac{w_2}{2} \\ 0 & -\frac{h_2}{2} & 0 & \frac{h_2}{2} \\ 0 & 0 & \frac{d_2}{2} & \frac{d_2}{2} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} \frac{1920}{2} & 0 & 0 & \frac{1920}{2} \\ 0 & -\frac{1080}{2} & 0 & \frac{1080}{2} \\ 0 & 0 & \frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 960 & 0 & 0 & 960 \\ 0 & -540 & 0 & 540 \\ 0 & 0 & .5 & .5 \\ 0 & 0 & 0 & 1 \end{bmatrix} = M_{\text{NDC2Screen}}$$

e) We calculate this by multiplying each point by L_{W2V} , then take this and multiply this by M_{persp} , and finally take this and multiply this by $M_{NDC2scr}$. As before, I will not write out all matrices:

P1:

$$L_{W2V}(140, -42, -141, 1) = (-120.3119, 22.8612, -166.7983, 1)$$

$$M_{persp}(-120.3119, 22.8612, -166.7983, 1) = (-117.2199, 39.5979, 165.1299, 166.7983)$$

Divide by $w: (-.7028, .2374, .99, 1)$

$$M_{NDC2scr}(-.7028, .2374, .99, 1) = (285.312, 411.804, .995, 1)$$

P2:

$$L_{W2V}(139, -37, -141, 1) = (-120.4307, 27.2131, -164.1436, 1)$$

$$M_{persp}(-120.4307, 27.2131, -164.1436, 1) = (-117.3356, 47.1358, 162.4699, 164.1436)$$

Divide by $w: (-.7148, .2872, .9898, 1)$

$$M_{NDC2scr}(-.7148, .2872, .9898, 1) = (273.792, 384.912, .9949, 1)$$