CS770/870 Assignment 5

Due: Monday, October 18th, 2021.

Lateness: Tue -5, Wed -10, Thu -20, Fri -50, Mon -100

1. Clipping: Consider the plane x + y + z - 4 = 0, and the triangle with three vertices $V_1 = (2, 0, 0)$, $V_2 = (0, 2, 0)$, and $V_3 = (1, 1, 4)$. Split the polygon against the plane, and report the two resulting polygons.

Details:

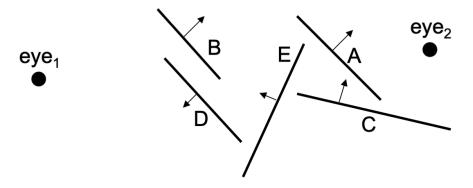
- The plane can also be written as $N \cdot (P-Q) = 0$, with N = (1, 1, 1) and Q = (4, 0, 0).
- The intersection of
 - a line segment P = A + t(B A)
 - and a plane $N \cdot (P Q) = 0$

can be obtained by computing

$$t = \frac{N \cdot (A - Q)}{N \cdot (A - B)}$$

and then substituting back into the line-segment equation to get P.

2. Consider these polygons. They are drawn in cross-section as line segments, with arrows indicating front-facing normals.



- (a) Using polygon sorting, in what order should they be drawn for the painter's algorithm, if the eye is at eye₁?
- (b) Repeat the question for eye at eye₂.
- 3. Consider the same polygons as above.
 - (a) Draw the BSP tree obtained by inserting the polygons in *alphabetical order*. If any polygons are split, label them on the diagram and in your tree.
 - (b) Is the resulting tree the smallest possible? Explain
 - (c) Traverse the tree for eye point eye₁, and list the polygons in the order they are visited.
 - (d) Repeat the question for eye point eye_2 .

4. The BSP traversal algorithm considers only the eye point, and ignores the view volume. It considers all the polygons in the tree, and then clips all of them against the view volume. This is wasteful.

Modify the BSP traversal algorithm to take a view volume (6 planes, or 8 vertices) as a parameter, and thus avoid visiting whole subtrees, improving the algorithm's performance. Your algorithm should not modify the BSP tree.

Turn In Your Work

Write your answers into a single file called visibility-answers.pdf. Please write legibly, or better yet, type your answers. When you are done, go to mycourses, and upload the file.