## QUIZ 2 - MACS 441 Fall 2011

## **Rules:**

- (1) You have to show your work to get credit for any problem
- (2) One page (letter sized, possibly double sided) of handwritten notes is allowed, but no other books or notes
- (3) Sign your exam!
- (4) There are six questions
- 1. The values of a scalar function at (0,0), (1,0), (0,1) and (1,1) are:

0 at (0,0)

10 at (1,0)

20 at (0,1)

0 at (1,1).

What is the bilinearly interpolated value at (0.2, 0.4)?

2. Consider two Bezier curves:

**B1:** with control points (0,0), (1,1), (2,2), (4,0)

**B2:** with control points (4,0), (8,-4), (3,3), (0,0).

Questions:

- (2a) Does B1 meet B2 smoothly at (4,0)?
- (2b) Does B2 meet B1 smoothly at (0,0)?

Don't forget to explain why.

3. Give a pseudocode that would print out all half-edges out of a given vertex w in a planar subdivision represented using a half-edge datastructure.

Use the following notation:

v.h = a half-edge out of vertex v

h.o, h.p, h.n = the opposite, previous and next half-edge for h

h.v = starting vertex of h

print h = print out a half edge h

4. Use B-spline subdivision to obtain a sequence of 5 control points that are control points for a cubic B-spline curve that looks identical to the cubic B-spline with control points (8,8), (8,0), (16,0), (24,0).

5. Consider the set of six line segments consisting of:

Interval connecting (-2,3) with (-2,-3)

Interval connecting (2,3) with (2,-3)

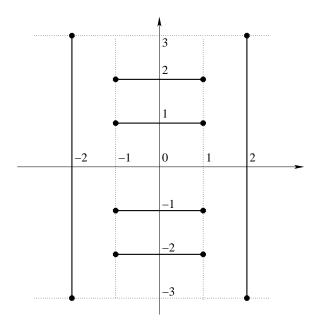
Interval connecting (-1,-2) with (1,-2)

Interval connecting (-1,-1) with (1,-1)

Interval connecting (-1,1) with (1,1)

Interval connecting (-1,2) with (1,2)

See the enclosed figure showing the line segments as thick lines.



Draw a BSP tree for this set of line segments (use the variant which stores line segments at all nodes). Note that there is a number of correct answers here; any one will give you full credit.

6. Write out the adjacency table (as discussed in class) for the mesh with the following triangle table

$$\begin{bmatrix} 0 & 1 & 2 \\ 1 & 0 & 3 \\ 3 & 2 & 1 \\ 3 & 0 & 2 \end{bmatrix}.$$

Use all the standard conventions we used in class (in particular, number rows/columns/triangles etc. starting with zero).