## UNIVERSITÄT TÜBINGEN Prof. Dr.-Ing. Hendrik P.A. Lensch Lehrstuhl Computergrafik



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# Graphische Datenverarbeitung Assignment 9

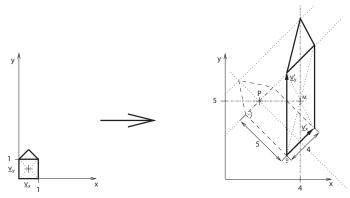
Submission deadline for the exercises: 25. January 2021 6.00 am

#### Written Solutions

Written solutions have to be submitted digitally as one PDF file via Ilias.

#### 9.1 Transformations (25 Points)

In the picture below the left house should be transformed into the house on the right. The point M is at (4,5) and lines that look to be parallel are parallel. Please specify the complete transformation matrix as a sequence of primitive transformations (there's no need to calculate the final matrix). Do not guess any numbers.



### 9.2 Affine Spaces (10 + 5 = 15 Points)

**Definition of an affine space:** An affine space consists of a set of points P, an associated vector space V and an operation  $+ \in P \times V \to P$  that fulfills the following axioms:

- (1) for  $p \in P$  and  $v, w \in V : (p+v) + w = p + (v+w)$
- (2) for  $p, q \in P$  there exists a unique  $v \in V$  such that: p + v = q
- a) Prove that the set of points  $A = \{(x, y, z, w) \in R^4 \mid w = 1\}$  is an affine space. What is the associated vector space? You do *not* have to show that the associated vector space is a vector space.
- b) What is the difference between a point and a vector in that affine space?

### 9.3 Rotations (25 Points)

Show that an arbitrary rotation T around the origin in 2D can be represented by a combination of a shearing in y, a scaling in x and y and a shearing in x in this order. You have to derive the shearing and scaling for an arbitrary rotation angle  $\phi$ .

$$T = \begin{pmatrix} \cos \phi & -\sin \phi \\ \sin \phi & \cos \phi \end{pmatrix}$$

### 9.4 Transformations (12 + 8 = 20 Points)

- a) Show that the inverse of a rotation matrix is its transpose.
- b) Describe in words what this 2D transformation matrix does:

$$\begin{pmatrix} 0 & -1 & 1 \\ 1 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

#### 9.5 Rasterization (5 + 10 = 15 Points)

- a) How are polygons rasterized that are not triangles? (describe two Methods roughly)
- b) Name two methods for line rasterization and describe one of them in detail.