

CS 430 Homework 5

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1. Normals

For the polygons normal use either one of the vertex normals or interpolate (or average) them.

I chose to use one vertex normal as the polygon normal.

$$\begin{aligned}A &= (1, 1, 1) \\B &= (5, 1, 1) \\C &= (2, 3, -2)\end{aligned}$$

$$\begin{aligned}AB &= (5, 1, 1) - (1, 1, 1) = (4, 0, 0) \\AC &= (2, 3, -2) - (1, 1, 1) = (1, 2, -3)\end{aligned}$$

$$\begin{aligned}D &= AB \times AC \\&= ((0)(-3) - (2)(0), (4)(-3) - (1)(0), (4)(2) - (1)(0)) \\&= ((0 - 0), -(-12 - 0), (8 - 0)) = (0, 12, 8)\end{aligned}$$

$$\text{length} = |D| = \sqrt{0^2 + 12^2 + 8^2} = \sqrt{0 + 144 + 64} = \sqrt{208} = 4\sqrt{13}$$

$$\text{normal} = \frac{D}{|D|} = \left(\frac{0}{4\sqrt{13}}, \frac{12}{4\sqrt{13}}, \frac{8}{4\sqrt{13}}\right) = \left(0, \frac{3}{\sqrt{13}}, \frac{2}{\sqrt{13}}\right)$$