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 CS 4620: a6-Animation  
 Written Questions

1.

a.

$$\begin{aligned}
 M_0 &= \begin{pmatrix} 0.5 & 0 \\ 0 & 1.5 \end{pmatrix} & M_1 &= \begin{pmatrix} 0 & 1.5 \\ -0.5 & 0 \end{pmatrix} \\
 M_{0.5}^{lin} &= \begin{pmatrix} 0.25 & 0.75 \\ -0.25 & 0.75 \end{pmatrix} \\
 R_0 &= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} & S_0 &= \begin{pmatrix} 0.5 & 0 \\ 0 & 1.5 \end{pmatrix} \\
 R_1 &= \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix} & S_1 &= \begin{pmatrix} 0.5 & 0 \\ 0 & 1.5 \end{pmatrix} \\
 R_{0.5} &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix} & S_{0.5} &= \frac{1}{2} \begin{pmatrix} 1 & 0 \\ 0 & 3 \end{pmatrix} \\
 M_{0.5}^{pol} &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -1 & 3 \end{pmatrix}
 \end{aligned}$$

b.

We observe that  $M_0$  and  $M_1$  can easily be written as a composition  $SR$ , where  $S$  is a scale of  $x=0.5$  and  $y=1.5$ , and where  $R$  is a rotation 45 degrees clockwise or counter-clockwise. Calculations follow from this premise.

$$\begin{aligned}
 M_0 &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 1 & -1 \\ 3 & 3 \end{pmatrix} & M_1 &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -3 & 3 \end{pmatrix} \\
 M_{0.5}^{lin} &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 1 & 0 \\ 0 & 3 \end{pmatrix}
 \end{aligned}$$

We calculate the polar decomposition by noting that  $R = M^T S$ , where  $S$  is symmetric. Thus, we derive (in lecture) that  $(s, c) = \text{norm}(m_{21} - m_{12}, m_{11} + m_{22})$ . For  $M_0$ , the un-normalized vector is  $(m_{21} - m_{12}, m_{11} + m_{22}) = (\sqrt{2}, \sqrt{2})$ , and the normalization is  $(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$ . This gives us the value of  $R$ , and  $S$  is easily computable from there.

For  $M_1$ , our key vector is  $(m_{21} - m_{12}, m_{11} + m_{22}) = (-\sqrt{2}, \sqrt{2})$ , and it normalizes to  $(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$ .

$$\begin{aligned}
R_0 &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \\
S_0 &= \frac{1}{2} \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \\
R_1 &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix} & S_1 &= \frac{1}{2} \begin{pmatrix} 2 & -1 \\ -1 & 2 \end{pmatrix} \\
R_{0.5} &= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} & S_{0.5} &= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \\
M_{0.5}^{pol} &= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}
\end{aligned}$$

c.

$$\begin{aligned}
M_0 &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 1 & -1 \\ 3 & 3 \end{pmatrix} & M_1 &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 3 & 3 \\ -1 & 1 \end{pmatrix} \\
M_{0.5}^{lin} &= \frac{1}{2\sqrt{2}} \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix}
\end{aligned}$$

We calculate our polar decomposition again. For  $M_0$ , the vector is  $(m_{21} - m_{12}, m_{11} + m_{22}) = (\frac{2}{\sqrt{2}}, \frac{2}{\sqrt{2}})$ , which normalizes to  $(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$ .

For  $M_1$ , the vector is  $(m_{21} - m_{12}, m_{11} + m_{22}) = (-\frac{2}{\sqrt{2}}, \frac{2}{\sqrt{2}})$ , which again normalizes to  $(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$ .

$$\begin{aligned}
R_0 &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} & S_0 &= \frac{1}{2} \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \\
R_1 &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix} & S_1 &= \frac{1}{2} \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \\
R_{0.5} &= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} & S_{0.5} &= \frac{1}{2} \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix} \\
M_{0.5}^{pol} &= \begin{pmatrix} 1 & 0.5 \\ 0.5 & 1 \end{pmatrix}
\end{aligned}$$

(Graphs)

On the following pages are graphs. The first page has linear interpolations for a, b, and c. The second page has polar interpretations for a, b, and c.

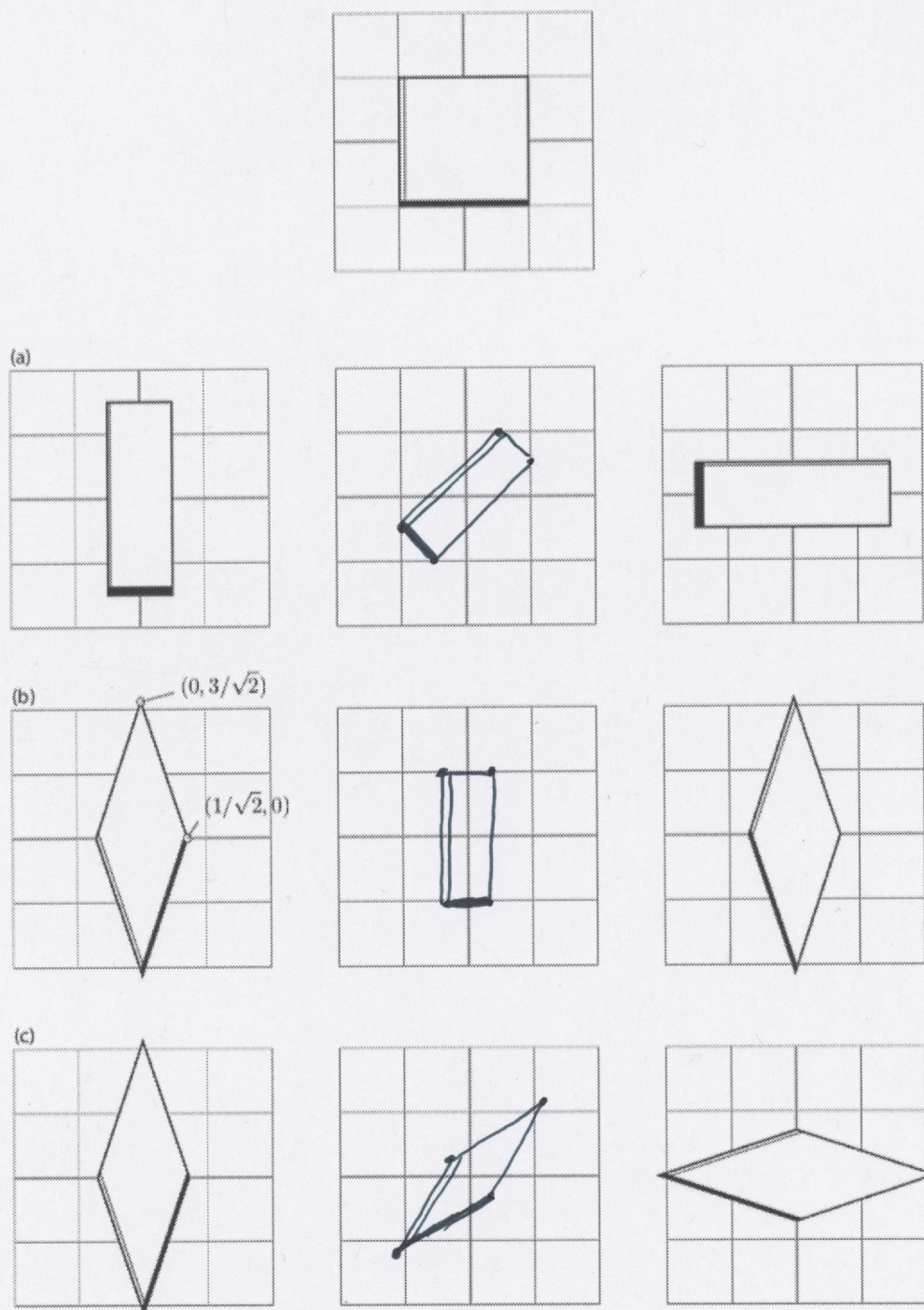


Figure 1: Written Problem 1



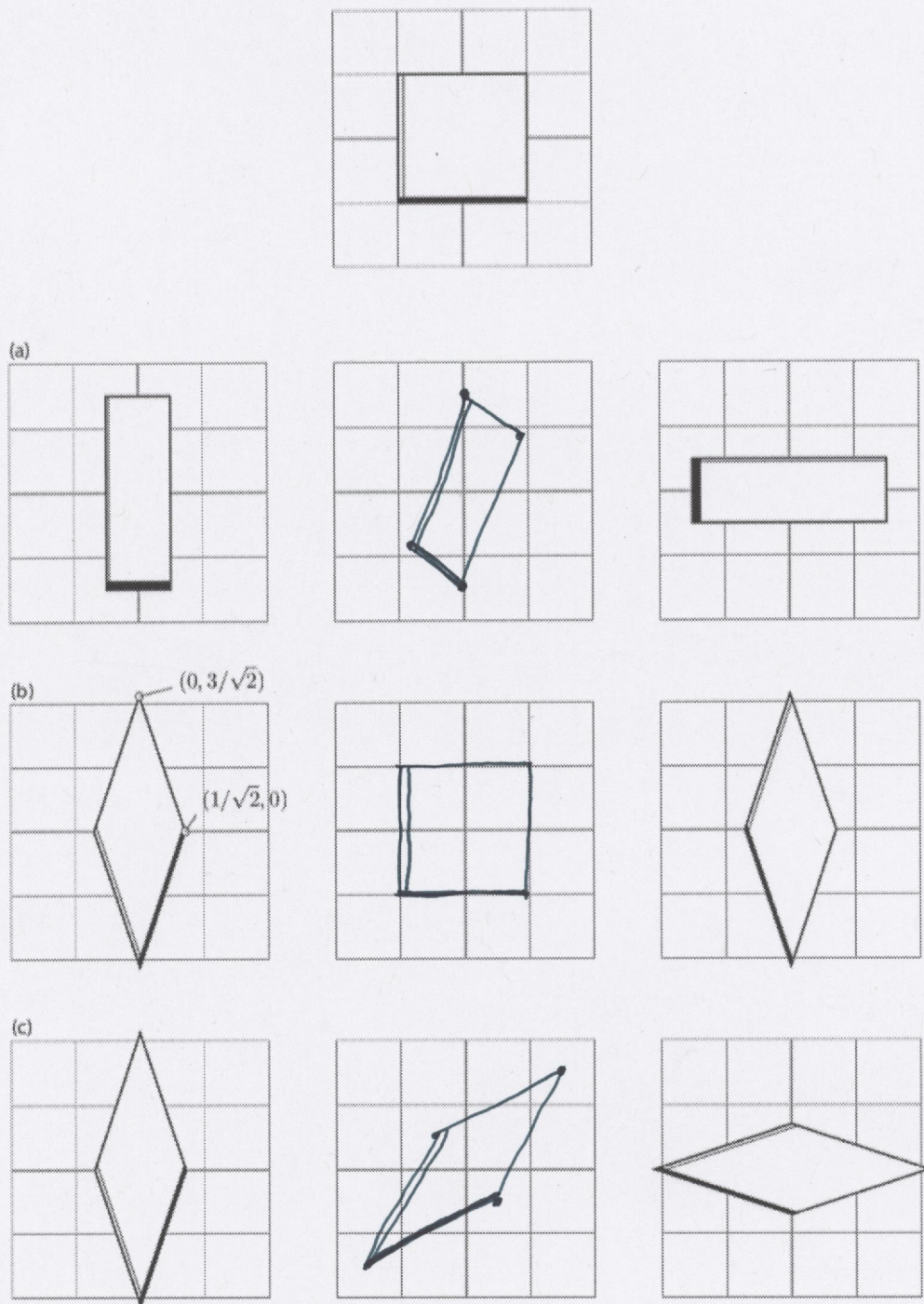


Figure 1: Written Problem 1

2.

1. Rotation of 0 degrees around the X-axis : (1, 0, 0, 0) Rotation of 180 degrees around the X-axis : (0, 1, 0, 0)

2. Their spherical interpolation one-quarter of the way is :  $(-0.5411961, 1.3065629, -0.5411961, 1.3065629)$ , which corresponds to 45 degrees around the X-axis.

3. We convert  $(0, \sqrt{2}, 0, \sqrt{2})$  to a 3x3 matrix:

$$\begin{pmatrix} 0 & 0 & 1 \\ -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \end{pmatrix}$$

Yes, this is the matrix that would be generated for 45-degrees around the x-axis.

4. The matrix for a x-rotation of 90 degrees followed by a y-rotation of 90 degrees is :

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

Its quaternion is  $q_4 = (0.5, 0.5, 0.5, -0.5)$ .

The matrix for a y-rotation of 90 degrees followed by a z-rotation of 90 degrees is :

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

Its quaternion is  $q_5 = (-0.5, 0.5, -0.5, -0.5)$ .

5.  $q_6 = (0, 0.7653668, -1.847759, 0)$ . This corresponds to the axis  $(0.67859834, -0.28108466, -0.67859834)$  and angle 1.2967819 in radians, or 74 degrees.

6.  $q_7$ , the rotation from  $q_4$  to  $q_6$ , is  $(-0.38268343, 0.0, 0.0, 0.92387956)$ .

7.  $q_7$  corresponds to the axis  $(0.0, 0.0, 1.0)$  and angle 1.1780974 radians.