CGRA 151 Introduction to Computer Graphics Mathematics Worksheet

Give answers to the following twenty mathematics questions. You may handwrite or typeset your answers but you must submit your answers as a PDF le via the ECS submission system.

You are given the following vectors and matrices:

$$\mathbf{a} = \begin{bmatrix} 1 \\ 4 \\ 8 \end{bmatrix} \quad \mathbf{b} = \begin{bmatrix} 8 \\ -4 \\ 1 \end{bmatrix} \quad \mathbf{c} = \begin{bmatrix} 2 \\ -2 \\ 1 \end{bmatrix} \quad \mathbf{d} = \begin{bmatrix} 8 \\ 0 \\ 6 \end{bmatrix}$$

$$\mathbf{A} = \begin{bmatrix} 0 & 5 & 0 \\ -5 & 3 & 0 \\ -1 & 0 & 2 \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 3 & 5 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \mathbf{C} = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix}$$

- 1. a + b
- 2. c + d
- 3. 3**a**
- 4. -2**b**
- 5. a b
- 6. |a|
- 7. |**b**|
- 8. **a b**
- 9. **c d**
- 10. What is the angle between vectors **a** and **b**?
- 11. What is the angle between vectors \mathbf{c} and \mathbf{d} ?
- 12. How long is the projection of vector \mathbf{c} onto vector \mathbf{d} ?
- 13. Calculate **e**, the linear interpolation between **c** and **d**, $\mathbf{e} = (1 t)\mathbf{c} + t\mathbf{d}$, for t = 0.8.
- 14. **Ab**
- 15. **Bc**
- 16. A + B
- 17. **AB**
- 18. **BC**
- 19. What two-dimensional transformation is represented by the 3×3 matrix **C**?
- 20. Give a 3×3 matrix that represents a rotation in two-dimensional space of 60° .