Homework due - Wednesday, January 16, 2008

- 1. #2 (a,b,e,f), page 21 in the course notes.
- 2. #6, page 22 in the course notes.
- 3. #11, page 25 in the course notes.
- 4. In the previous exercise (#11 from chapter 1 of the course notes), we utilized rotation matrices in two dimensions. Now, we see the speed of matrix operations in a computer graphics model in three dimensions. In Figure 1, we see a model of Yoda. The tessellation uses 33,862 vertices. Suppose V is a matrix with three columns where row i contains the x, y and z coordinate of the ith vertex in the model. The image can be translated by t units in the y direction by using a translation matrix T where

$$T = \left(\begin{array}{ccc} 0 & t & 0 \\ 0 & t & 0 \\ \vdots & \vdots & \vdots \\ 0 & t & 0 \end{array}\right).$$

In particular, if $V_t = V + T$ then V_t contains the vertex information of the model after a translation of t units in the y-direction



Figure 1: A model of Yoda created with 33,862 vertices. Model created by Kecskemeti B. Zoltan. ©Lucasfilm Ltd & TM. All Rights Reserved. Digital Work by Industrial Light & Magic.

Download the files yoda.m and yodapose_low.mat from the web page for this course. Run the file yoda.m in MATLAB. You will see an animation of the model being translated using matrix addition.

(a) The image can be rotated by θ degrees about the y-axis by multiplying V by R_y where

$$R_y = \begin{pmatrix} \cos \theta & 0 & -\sin \theta \\ 0 & 1 & 0 \\ \sin \theta & 0 & \cos \theta \end{pmatrix}.$$

Edit the code to continuously rotate the image by $\pi/24$ radians until the image has rotated one full rotation about the y axis. Turn in your edited code and a plot of Yoda in one or two different positions.

(b) The matrix containing the vertices is a $33,862 \times 3$ matrix. How many multiplications are performed when you use matrix multiplication (with R_y) to rotate the image once by $\pi/24$ radians? Of special note, keep this in mind as you watch how fast MATLAB performs the calculations and displays the results.