

- Construct the  $4 \times 4$  matrix that corresponds to a 45 degree counter-clockwise rotation around the  $X$  - axis followed by a translation by  $\langle 1, 0, 0 \rangle$ .
  - Given a unit cube with corners  $\langle 0, 0, 0 \rangle$  and  $\langle 1, 1, 1 \rangle$ , what is the translation of its corners (give all eight coordinates).
- Affine transformations can be represented by  $4 \times 4$  homogeneous matrices with the following shape:

$$\begin{bmatrix} \mathbf{M} & \mathbf{t} \\ \mathbf{0} & 1 \end{bmatrix}$$

where  $\mathbf{M}$  is a  $3 \times 3$  matrix and  $\mathbf{t}$  is a vector. We can use  $\langle \mathbf{M} \mid \mathbf{t} \rangle$  as a more compact notation for this class of matrices. The product of two homogeneous matrices is

$$\langle \mathbf{M}_1 \mid \mathbf{t}_1 \rangle \langle \mathbf{M}_2 \mid \mathbf{t}_2 \rangle = \langle \mathbf{M}_1 \mathbf{M}_2 \mid \mathbf{M}_1 \mathbf{t}_2 + \mathbf{t}_1 \rangle$$

and applying the transformation to a homogeneous point is

$$\langle \mathbf{M} \mid \mathbf{t} \rangle \begin{bmatrix} \mathbf{v} \\ 1 \end{bmatrix} = \mathbf{M}_1 \mathbf{v} + \mathbf{t}$$

If we restrict ourselves to isotropic (uniform) scaling, rotation, and translation, then these matrices are called *SRT* transforms and have the form  $\langle s\mathbf{R} \mid \mathbf{t} \rangle$ , where  $s$  is a scalar and  $\mathbf{R}$  is a rotation matrix. Given this notation, solve the following equations:

- $\langle s_1 \mathbf{R}_1 \mid \mathbf{t}_1 \rangle \langle s_2 \mathbf{R}_2 \mid \mathbf{t}_2 \rangle$
  - $\langle s\mathbf{R} \mid \mathbf{t} \rangle \begin{bmatrix} \mathbf{v} \\ 1 \end{bmatrix}$
  - $\langle s\mathbf{R} \mid \mathbf{t} \rangle^{-1}$
- Given a ray  $R(t) = \mathbf{o} + t\mathbf{d}$ , and a cone whose radius is  $r$  and height is  $h$  with its base centered at the origin of the  $X - Y$  plane and its apex at  $\langle 0, 0, h \rangle$ , what is the polynomial whose roots determine the intersection points of  $R(t)$  with the cone?