

Solution to Computer Graphics and Virtual Reality Question Paper

## Q1 c)

## Prove that two successive rotation transformations are additive

Let 1st rotation matrix be

R1=[
$$\cos(t1)$$
  $\sin(t1)$  0  
 $-\sin(t1)$   $\cos(t1)$  0  
0 0 1]

and 2nd rotation matrix be

R2=[
$$\cos(t2) \sin(t2) 0$$
  
- $\sin(t2) \cos(t2) 0$   
0 0 1]

So, The composition rotation matrix is computed as follows,

Rm = R1.R2

Hence,

Rm=[
$$cos(t1+t2)$$
  $sin(t1+t2)$  0  
- $sin(t1+t2)$   $cos(t1+t2)$  0  
0 0 1]

Hence, we can say that two successive rotation Transformations are additive.

## Q 3 a) Bezier Curve

u		X	Υ
	0	25	25
	0.1	30.87	29.17
	0.2	36.56	32.56
	0.3	42.19	34.99
	0.4	47.88	36.28
	0.5	53.75	36.25
	0.6	59.92	34.72
	0.7	66.51	31.51
	0.8	73.64	26.44
	0.9	81.43	19.33
	1	90	10