# GEOMETRIC FUNCTIONS IN COMPUTER AIDED GEOMETRIC DESIGN

OSCAR RUIZ
CARLOS CADAVID



Ruiz, Oscar

Geometric functions in computer aided geometric design / Oscar Ruiz, Carlos Cadavid. -- Medellín : Fondo Editorial Universidad EAFIT, 2008.

140 p.: il.; 24 cm. -- (Colección académica)

ISBN 978-958-720-016-4

1. Diseño con ayuda de computador 2. Geometría con ayuda de computador 3. Gráficos por computador 4. Ingeniería de diseño I. Cadavid, Carlos, 1955- II. Tít. III. Serie. 620.00420285 cd 21 ed.

A1184811

CEP-Banco de la República-Biblioteca Luis Ángel Arango

### GEOMETRIC FUNCTIONS IN COMPUTER AIDED GEOMETRIC DESIGN

Primera edición: septiembre de 2008 Sexta reimpresión: julio de 2017

© Óscar Ruiz

© Carlos Cadavid

© Fondo Editorial Universidad EAFIT

Cra.49 No. 7 sur-50

www.eafit.edu.co/fondoeditorial Email: fonedit@eafit.edu.co ISBN: 978-958-720-016-4

#### Imagen de carátula:

COVER

Aphrodite's mesh was ray-traced using a simulated screen shaped into a helicoid tape embedded in a 3D ellipsoid. Prof. Dr. Eng. Oscar Ruiz and undergraduate assistants Carlos Vanegas and Ricardo Serrano. CAD CAM CAE Laboratory, EAFIT University, 2006-2007.

Editado en Medellín, Colombia

# Contents

L	Intr	oducti	on	1			
2	Basi	asic Concepts. Groups					
	2.1	Function	ons	3			
		2.1.1	Properties of Functions	3			
		2.1.2	Composition of Functions	4			
	2.2	Binary	Operations and Groups	5			
		2.2.1	Binary Operations	5			
		2.2.2	Groups	6			
	2.3	Square	e Matrices	8			
		2.3.1	Matrix Invertibility	9			
		2.3.2	Properties of the Inverse and Transposed Matrix	9			

ii *CONTENTS* 

	2.4	The General Linear Group $GL(n,R)$
	2.5	The Positive Linear Group $(GL^+(n,R))$ 10
	2.6	The Orthogonal Group $O(n)$
	2.7	The Special Orthogonal Group $SO(n)$
	2.8	The Group $(X, \circ)$
	2.9	Transformations
		2.9.1 Proposed Exercise
		2.9.2 Linear Transformations
	2.10	Affine Transformations
		2.10.1 Affine Transformations in $\mathbb{R}^2$
		2.10.2 Proposed Exercise
	2.11	Summary
3	Pro	perty Invariance under Geometric Transformations 21
	3.1	Introduction
	3.2	Property Preservation in General Transformations 23
		3.2.1 Colinearity Preservation
		3.2.2 Distance Preservation
		3.2.3 Volume Preservation

CONTENTS	iii

	3.2.4 Angle Preservation	26
	3.2.5 Orientation Preservation	32
	3.2.6 Origin Preservation	32
	3.2.7 Example. Plane Reflection	32
3.3	Property Preservation in Affine Functions	33
	3.3.1 Discusion. Affine and Linear Transformations	
	in 3D	34
3.4	Example. A Linear Transformation in $\mathbb{R}^2$	35
3.5	Example. Non-Linear Transformations $R^2 \to R^2$	37
	3.5.1 Solution	38
3.6	Proposed Exercise. Non-Linear Transformations $R^2 \to$	
	$R^2$	39
	3.6.1 Area-Preservation. Proof	39
	3.6.2 Area-Preservation. Programming	40
3.7	Proposed Exercise. Affine Transformations $R^2 \to R^2$ ,	
	Aff(2,R)	40
3.8	Solved Exercise. Non-affine Transformations $R^2 \to R^2$ .	41
	3.8.1 Solution	41

iv *CONTENTS* 

	3.9	Homogeneous Coordinates 4		
		3.9.1	Definition	45
		3.9.2	Rationale for Homogeneous Coordinates	46
		3.9.3	${\it Transformations in Homogeneous Coordinates} \ \ .$	48
		3.9.4	Proposed Exercises	49
	3.10	Coord	inate Systems	50
		3.10.1	Definition. Coordinate Systems	50
		3.10.2	Definition. Right Handed Canonical Coordinate	
			System in $\mathbb{R}^3$	50
		3.10.3	Proposed Exercise	50
		3.10.4	Solved Exercise	51
4	Rigi	id Traı	nsformations in $R^3$	55
	4.1	Definit	tion. Rigid Transformations	55
	4.2	Pure 7	Translations	55
	4.3	Pure I	Rotations	57
		4.3.1	Rotations about the Principal Axes	57
		4.3.2	Proposed Exercises	60
	4.4	Eigenv	values and eigenvectors of $R \in SO(3)$	61

CONTENTS v

		4.4.1	Eigenvalues and Eigenvector of Matrices	
			SO(3)	61
		4.4.2	Trasformation Sequences	62
		4.4.3	Solved Exercise. Transformation Sequences	62
		4.4.4	Proposed Exercises. Rotations about Main Axis	69
		4.4.5	Rotations about Arbitrary Axis. Quaternion	69
	4.5	Gener	al Rigid Transformation Using Quaternions	71
	4.6	Solved	l and Proposed Exercises	72
		4.6.1	Solved Exercise. Quaternion	72
		4.6.2	Proposed Exercise. Rigid Transformations	76
		4.6.3	Proposed Exercise. Flight Simulator	79
5	Nor	n-Rigid	l Transformations and Functions	83
	5.1	Non-R	Rigid Affine Transformations	84
		5.1.1	Scalings	84
		5.1.2	Reflections	87
		5.1.3	Shears	94
	5.2	Pseud	o-affine Geometric Functions. Parallel Projections	97
		5.2.1	Orthogonal Parallel Projections	98

vi *CONTENTS* 

	5.2.2	Non-orthogonal Parallel Projections	100
5.3	Non-L	inear Non-Invertible Functions. Perspective Pro-	
	jection	ns	106
	5.3.1	Perspective of a Point	107
	5.3.2	Perspective of a Line	108
	5.3.3	Perspective and Partition of the Lines in $\mathbb{R}^3$	113
	534	Proposed Exercise Perspective Projection	110

## Chapter 1

### Introduction

There are plenty of books that treat the topic of Computer Aided Geometric Design and Applications. These books usually have either one of two extreme approaches: purely operative and purely mathematical. The present book intends to fill this gap, by discussing important underlying mathematical facts and terminology of Computer Aided Geometric Design, while at the same time giving the reader a direct insight in the practical consequences of such facts and terms.

The overall content of the undergraduate courses Introduction to CAD CAM Systems, Introduction to Computer Aided Geometric Design or equivalent spans (i) Geometric Transformations, (ii) Parametric Curves and Surfaces, and (iii) Geometric and Solid Modeling. The present book deals with Geometric Transformations. The authors found that a previous material by them ([Rui05]) presents the three topics in a very practical manner, leaving aside mathematical foundations that may be useful for the educated CAGD developer. The present book intends to represent such a deeper view, in the specific realm of Geometric Transformations.

The term Geometric Transformations is widely used in the practice of Computer Aided Geometric Design and Manufacturing. However, it is, formally, incorrect, since the material covers functions that are not transformations in the mathematical sense. They are not bijections. But they are useful, and necessary (an example are projections). The authors do not intend to solve a very ancient terminology issue. Therefore, they simply go along with the term, and write about Geometric Transformations referring to rotations, translations, perspectives, shears, affine, etc.

The material included in these notes corresponds to the lectures of the course IM024, Introduction to CAD CAM Systems, delivered by Profs. Oscar Ruiz and Carlos Cadavid in EAFIT University in the period 1996-2008. The exercises were assigned by Profs. Ruiz and Cadavid, and its solution and documentation supervised by them, as appears in the original manuscripts. At the end of the book a list of undergraduate students is given, who carried out such academic and editorial work under the supervision of Profs. Ruiz and Cadavid.

Chapter 2 explores the basic terminology required, and the concept of (affine) groups. Chapter 3 discusses the effects of the terms just introduced, on the property invariance of transformations. Chapter 4 is devoted to the particular domain of Rigid Transformations, fundamental for kinematics, robotics, dynamic simulations, computer graphics, etc. Chapter 5 deals with non rigid transformations, such as parallel and perspective projections.

The reproduction of this material is forbidden without the express written consent of the authors and their sponsoring institutions.