

Total No. of Questions : 4]

SEAT No. :

PA-10013

[6008] - 272

[Total No. of Pages : 2

**S.E. (Robotics and Automation) (Insem)**  
**COMPUTER GRAPHICS FOR ROBOTICS**  
**(2019 Pattern) (Semester - II) (211512)**

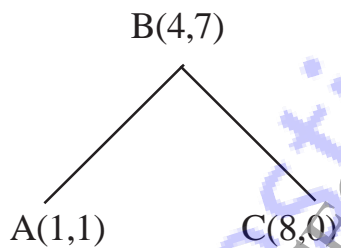
Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

- 1) Solve Q1 or Q2, Q3 or Q4.
- 2) Figure to the right indicate full marks.
- 3) Assume suitable data, if necessary.
- 4) Neat diagrams must be drawn wherever necessary.
- 5) Use of calculator is allowed.

Q1) a) Determine mathematically the angle formed by two intersecting lines AB and BC as shown in Fig. below. [8]



b) Write down the equation of plane containing three points A(1, 3, -2), B(4, -1, 3), and C(1, 2, 1). [7]

OR

Q2) a) Is the line through points (3, 2, 5) and (-2, 5, 1) parallel, orthogonal or neither to the another line having vector  $\langle 4-3t, -2+3t, 8+6t \rangle$ ? [8]

b) Explain the applications of vector in 2D and 3D space in computer graphics. [7]

Q3) a) (a) Perform  $55^\circ$  rotation of a rectangle A(1, 3), B(5, 2), C(4, -1), and D(-2, 5) about the point A. [8]

b) Obtain the 3D transformation matrix for forward kinematic analysis of a spherical robot. [7]

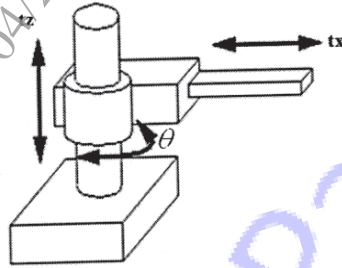
OR

P.T.O.

**Q4) a)** (a) For a cylindrical robot shown in Fig., following transformations are applied: [8]

- Swing ( $\theta$ ) =  $30^\circ$
- Stroke ( $t_z$ ) = 2 Units
- Reach ( $t_x$ ) = 1.5 Units.

If the end effector is originally at (5, 0, 3), determine its transformed position.



b) Write note on: 3D transformation matrix for reflection through arbitrary axis. [7]

