Total No. of Questions : 8]

**PB3707** 

## [6261]-115

SEAT No. :

[Total No. of Pages :2

## S.E. (Robotics and Automation Engineering) **COMPUTER GRAPHICS FOR ROBOTICS** (2019 Pattern) (Semester- IV) (211512)

Time :  $2^{1/2}$  Hours ]

[Max. Marks : 70

Instructions to the candidates:

- 1) Attempt Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.
- Figures to the right side indicate full marks. 2)
- Near diagrams must be drawn wherever necessary. 3)
- Use of Calculator is allowed. **4**)
- Assume Suitable data if necessary. 5)
- A quaternion  $q_1$ , rotates 30° about Y axis and quaternion  $q_2$ , rotates 90° *Q1*) a) about Y axis. Obtain the interpolation quaternion at parameter t = 0.3.[12]
  - b) With suitable examples, explain the application of natural neighbour method for 3D surface generation [5]
- Use Lagrange method to determine y co-ordinates of a point having *Q2*) a) x-co-ordinate as 6 on a curve which is generated by using 4 data points having following co-ordinates: [12]

OR

x	2	5	T	10
У	8	12	6	10

- Explain the application of quaternions to obtain the combined roll, pitch **b**) and yaw motion of a robot gripper. [5]
- Obtain x, y, and 2 co-ordinate of a point on the Bazier surface patch at **Q3**) a) u = 0.3 and v = 0.7 using following control points [9] 34.2805/26

(2,6,12)	(4,6,8)	(6,6,10)	(8,6,15)
(2,4,8)	(4,4,12)	(6,4,8)	(8,4,5)
(2,2,4)	(4,2,8)	(6,2,5)	(8,2,0)
	(2,6,12) (2,4,8)	$\begin{array}{ll} (2,6,12) & (4,6,8) \\ (2,4,8) & (4,4,12) \end{array}$	$ \begin{array}{c} (2,8,5) & (4,8,10) & (6,8,14) \\ (2,6,12) & (4,6,8) & (6,6,10) \\ (2,4,8) & (4,4,12) & (6,4,8) \\ (2,2,4) & (4,2,8) & (6,2,5) \end{array} $

b) Obtain x-y co-ordinates of a point on Bezier curve at parameter value t = 0.5 considering control points as (1,1), (4,10), (8,2) and (14,15). [8]

OR

- Explain the applications of B splipe and Bezier curves in robot path **Q4**) a) planning. [7]
  - Find the midpoint (i.e. point at parameter t = 0.5) of a Hermite cubic b) spline with two end points as (1,1) and (6,5) and corresponding tangent vectors are (0,4) and (4,0). **[10]**
- A plane contains vectors a = 2i + j 3k and b = 2i j. A point in the **Q5**) a) plane is (2,5,1). Obtain the equation of plane. [10]
  - A triangle has vertices  $P_1(2,6)$ ,  $P_2(6,9)$ ,  $P_3(4,11)$ . Determine whether point b) P(5,8) lies inside the triangle, outside triangle or on the edge. If it is on the edge then mention that particular edge. [8]

## OR

- Obtain a point (P) in a plane parallel to XZ plane and containing point **Q6**) a) (1,21). Assume the values of arbitrary scalers for two vectors as 2 and 1 respectively. [12]
  - Write note on: Application of analytic geometry in robotics. **[6]** b)
- What do you mean by an outer product? What are the properties of **Q7**) a) [9] outer product?
  - ie inodelling of Explain the applications of applied geometric algebra for modelling of b) robotics physics.

## OR

Write note on: Geometric product for vectors **Q8**) a)

Write short note on: Reflection and rotation b)

[6261]-115

2