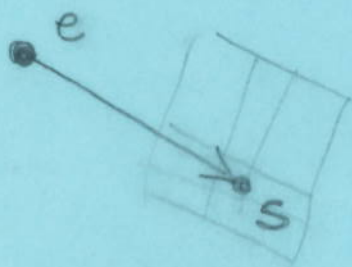
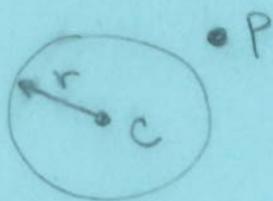


Ray-sphere intersection



$$\text{Ray } e + t(s - e)$$

Parametric form



sphere - how to represent?

$$(p - c) \cdot (p - c) - r^2 = 0$$

Implicit form

Now, intersect the two \Rightarrow find the points which fall on both the line and sphere,

Basic plan: Plug the ray expression into the sphere equation and solve for t .

Let's do it:

$$\text{Let } p = e + t(s - e)$$

$$\text{Substituting into } (p - c) \cdot (p - c) - r^2 = 0$$

we get:

$$(e + t(s - e) - c) \cdot (e + t(s - e) - c) - r^2 = 0$$

$$[(e-c) + t(s-e)] \cdot [(e-c) + t(s-e)] - r^2 = 0$$

$$(e-c) \cdot (e-c) + 2t(s-e) \cdot (e-c) + t^2(s-e) \cdot (s-e) - r^2 = 0$$

Note that $(e-c) \cdot (e-c) = \|e-c\|^2$.

Let's put this into familiar form

$$At^2 + Bt + C = 0$$

Where we know the solutions

$$t = \frac{-B \pm \sqrt{B^2 - 4AC}}{2A}$$

In our case,

$$A = \|s-e\|^2$$

$$B = 2(s-e) \cdot (e-c)$$

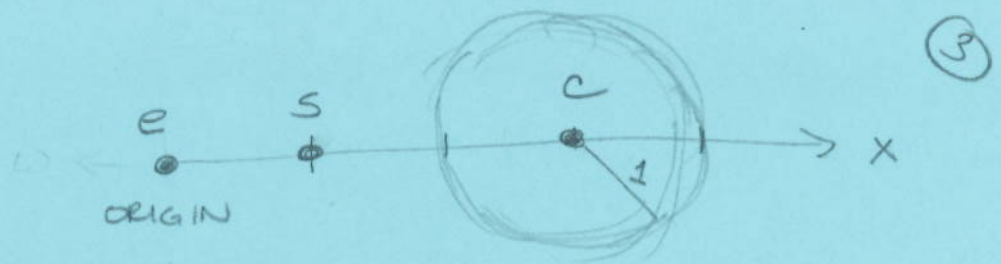
$$C = \|e-c\|^2 - r^2$$

Plug in and solve for t .

Checking: _____

$$(s-e) = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$(e-c) = \begin{bmatrix} -3 \\ 0 \\ 0 \end{bmatrix}$$



$$A = \|s-e\|^2 = 1$$

$$B = 2(s-e) \cdot (e-c) = 2(-3) = -6$$

$$C = \|e-c\|^2 - r^2 = 8$$

$$t = \frac{-B \pm \sqrt{B^2 - 4AC}}{2A} = \frac{+6 \pm \sqrt{36 - 4(8)}}{2} = +3 \pm 1$$

$$t_1 = +2 \quad t_2 = 4$$

$$p = e + t(s-e)$$

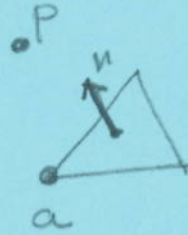
$$p_1 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} + 2 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$$

$$p_2 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} + 4 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \\ 0 \end{bmatrix}$$

Good!

Ray-triangle intersection

Ray $e + t(s - e)$



Triangle $(p - a) \cdot n = 0$

let $p = e + t(s - e)$

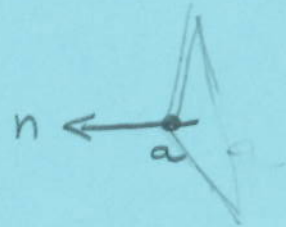
$$(e + t(s - e) - a) \cdot n = 0$$

$$(e - a) \cdot n + t(s - e) \cdot n = 0$$

$$t = \frac{-(e - a) \cdot n}{(s - e) \cdot n}$$

$$p = e - \frac{(e - a) \cdot n}{(s - e) \cdot n} (s - e)$$

Checking



$$p = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} - \frac{3}{-1} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix}$$

OK!

Inside or outside?
Barycentric coords
See Shirley