

## WRITTEN EXAM GAME PHYSICS

MAY 27, 2013

Student name:	Student number:
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- This exam is 3 hours long and consists of 15 exercises.
  - Calculators and official formulas sheet are allowed. Phones, books, personal notes and computers are not allowed.
  - All the answers have to be written in the corresponding boxes. If needed, put your name and student number on each additional paper you hand in. Please answer in English.
  - An explanation must be part of every answer. Simple or direct answers (such as “42” and “no”) will not be given any credit.
  - Indicate the unit of every quantitative answer.
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### EXERCISE 1

Explain what the main advantage is, in games, of using physics over kinematics in order to animate objects.

### EXERCISE 2

In a soccer game, the player is attempting a penalty kick at a distance of 11 meters from the goal. The ball reaches the goal in a straight line after 1 second. What was the average acceleration of the ball?

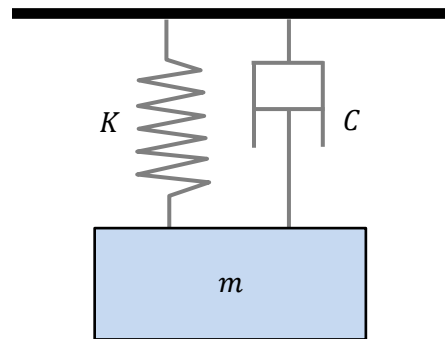
### EXERCISE 3

We usually define the gravitation acceleration on Earth as  $g = 9.81 \text{ m/s}^2$ . Calculate at what altitudes the gravitation acceleration is respectively equal to 9.80 and 9.82  $\text{m/s}^2$ .

Note:  $m_{Earth} = 5.98 \times 10^{24} \text{ kg}$  and  $r_{Earth} = 6.377 \times 10^6 \text{ m}$ .

#### EXERCISE 4

In mechanics it is common to associate a damper with a spring to create a mass-spring-damper system and reduce the amplitude of oscillations. Imagine the following system, where  $m = 1$  kg,  $K = 12$  N/m,  $C = 2.5$  kg/s and the rest length of the spring is 10 cm.



At a certain moment in time, due to gravity, the mass has a velocity of 0.9 m/s directed downwards and the length of the spring is 22 cm. What is the acceleration of the mass at that time?

## EXERCISE 5

Suppose that the Earth is orbiting around the Sun at a constant distance  $d = 1.5 \times 10^{11}$  m. The tangential linear velocity of the Earth on its orbit is  $v = 29.89$  km/s and its mass is  $m = 5.98 \times 10^{24}$  kg.

- (a) Calculate the angular momentum  $L$  of the Earth around the Sun.
- (b) Calculate its angular velocity  $\omega$ .
- (c) Convert  $\omega$  into degree/day and confirm your answer using your general knowledge about the rotation of the Earth around the Sun.

*(a) Angular momentum*

*(b) Angular velocity*

*(c) Angular velocity in degree/day*

## EXERCISE 6

Give a textual definition of the center of mass of an object.

## EXERCISE 7

Knowing that the moment of inertia of a solid cylinder is given by  $I = 2\pi\rho h \frac{r^4}{4}$ , give the moment of inertia of a cylinder shell of radius  $r_1$  and cylindrical cavity of radius  $r_2$  (where  $r_2 < r_1$ ). Conclude from it the moment of inertia of a hollow cylinder (*i.e.* surface cylinder).

*Hints:  $a^n - b^n = (a - b)(a^{n-1} + a^{n-2}b + \dots + ab^{n-2} + b^{n-1})$*

*A shell can be constructed by subtraction of the two cylinders.*

## EXERCISE 8

Give two examples of constraints between rigid bodies that you can observe in a game. Indicate the type and number of degrees of freedom of each constraint.

## EXERCISE 9

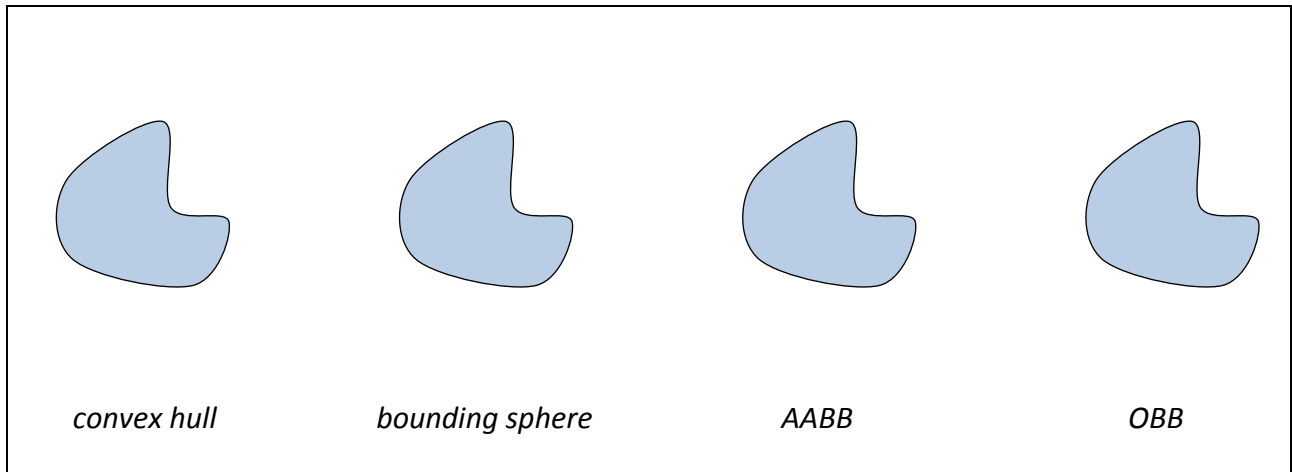
Assuming an immobile object located at  $(2, 3)$ . Starting at  $t = 0$  second, we apply a force resulting in an acceleration  $a(t, v) = (t, t^2)$ . Calculate the position of the object after 1 and 2 seconds using the Verlet integration method and the semi-implicit integration method.

*Verlet integration method*

*Semi-implicit integration method*

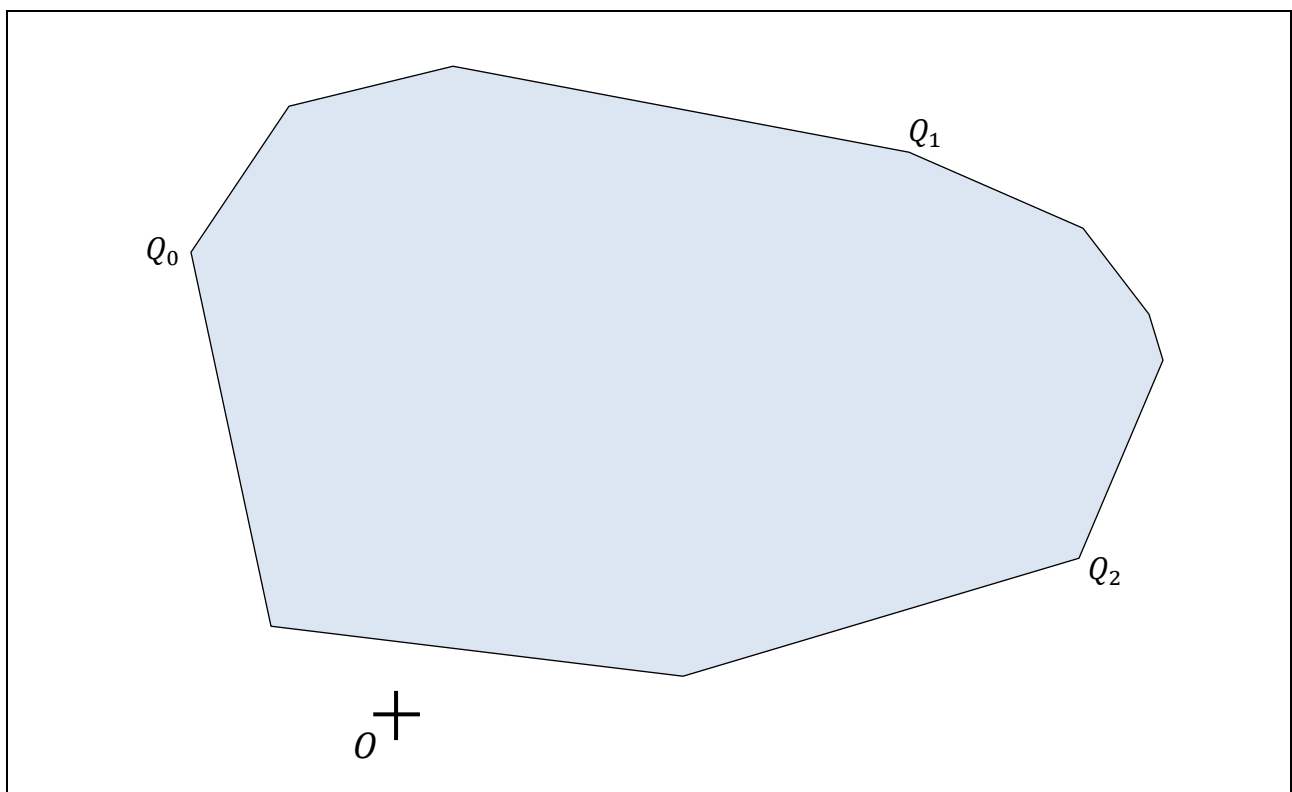
### EXERCISE 10

Draw the respective bounding surfaces on the following 2D object.



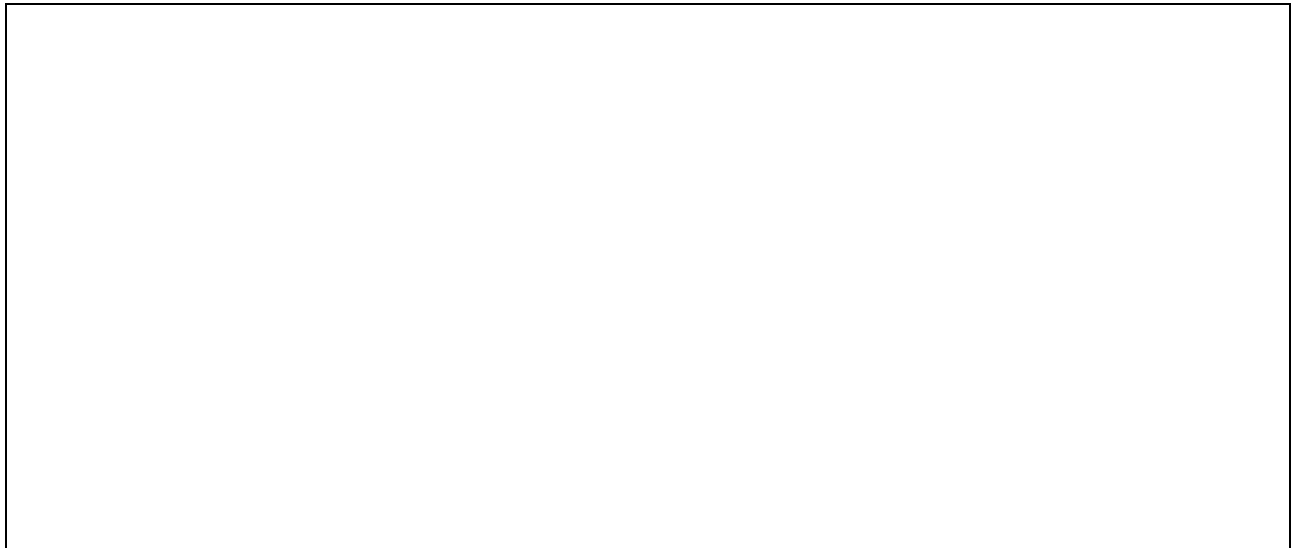
### EXERCISE 11

Execute two iterations of the GJK algorithm on the following object where  $Q = \{Q_0, Q_1, Q_2\}$ . Indicate where are  $P_1, V_1, P_2, V_2$  and give the value of  $Q$  after the two iterations.



### EXERCISE 12

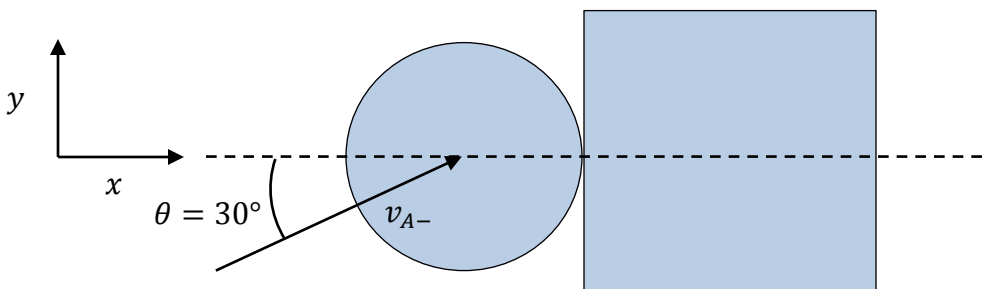
Two objects A and B collide (without rotation) with incoming velocities  $v_{A-}$  and  $v_{B-}$  and velocities after collision  $v_{A+}$  and  $v_{B+}$ . Imagine that the same collision occurs again between the two objects but  $v_{A-}$  is now twice as large as during the previous collision. What can you say about the velocities after collision between the two collisions?



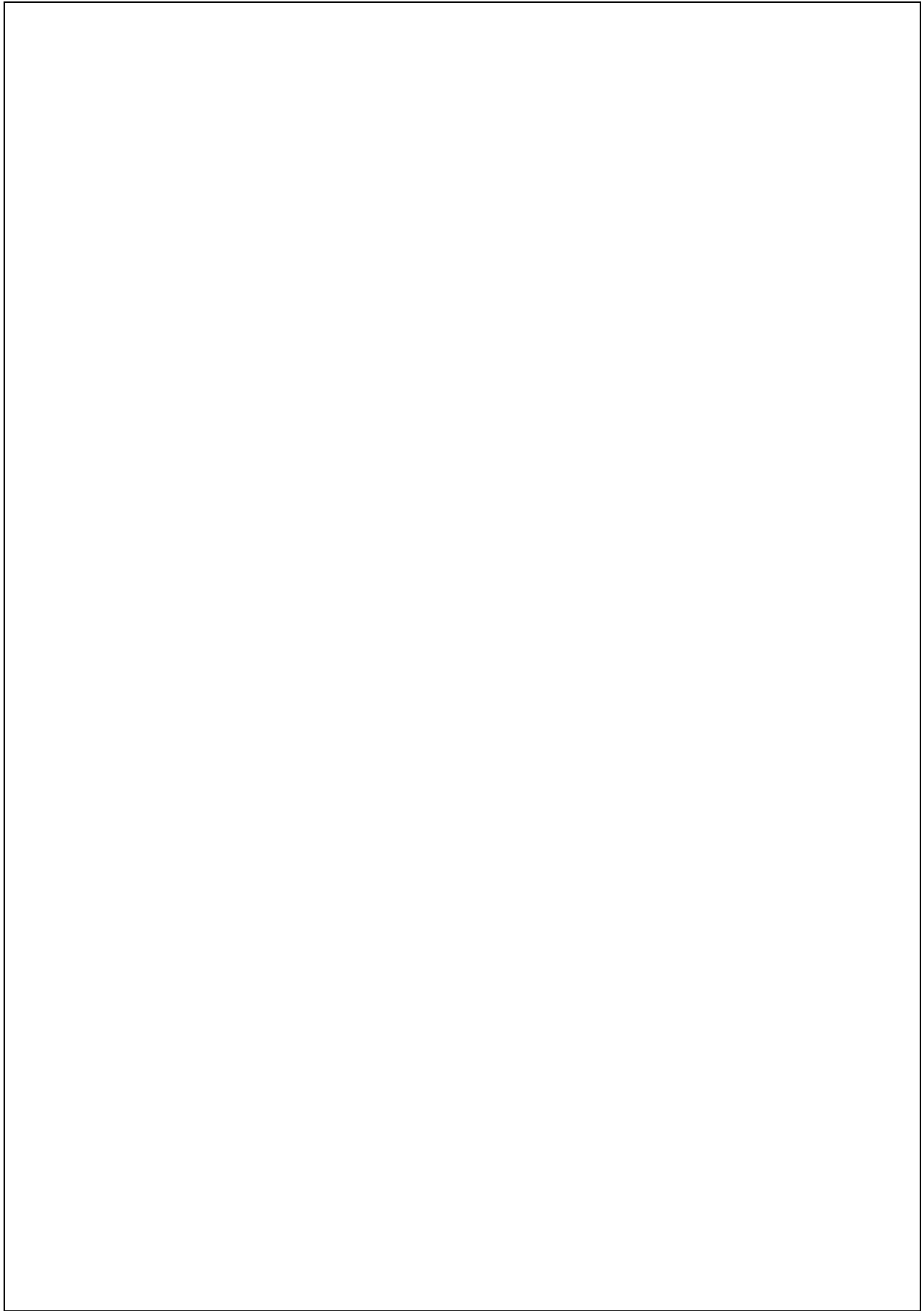
### EXERCISE 13

Assuming the following objects, what are the velocities after collision of the ball A and the cube B?

The ball incoming speed is  $v_{A-} = 5$  m/s, the coefficients of restitutions are both 0.6, the mass of the ball is 2 kg and the mass of the box is 1 kg.

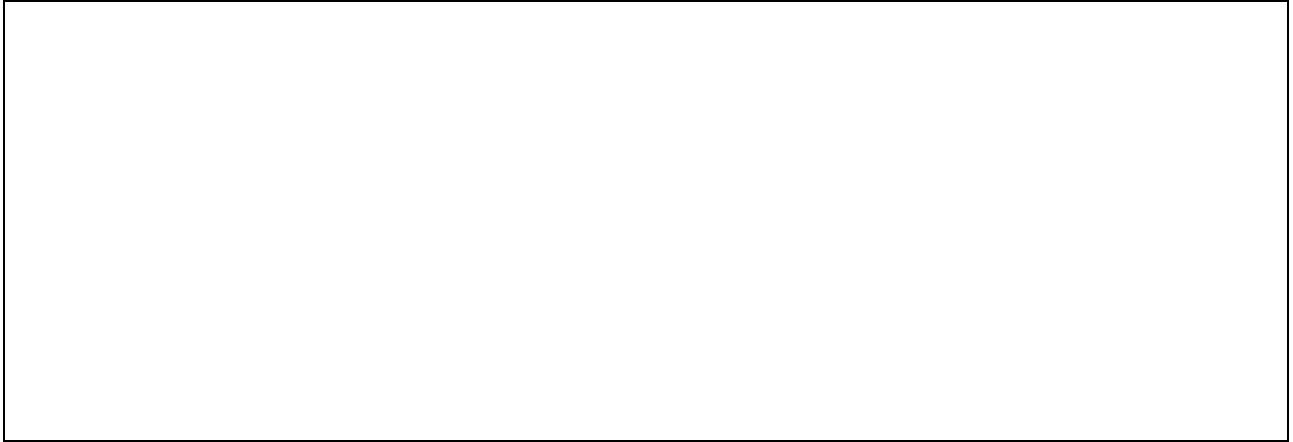






#### EXERCISE 14

Imagine a player shooting a 2 cm wide cylindrical bullet straight into a flat target with a linear acceleration  $a = 5 \text{ m/s}^2$ . What is the stress produced by the bullet on the target if the mass of the bullet is  $m = 50 \text{ g}$ ?



#### EXERCISE 15

Indicate the main difference between Lagrangian methods and Eulerian methods in their way of simulating soft bodies.



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