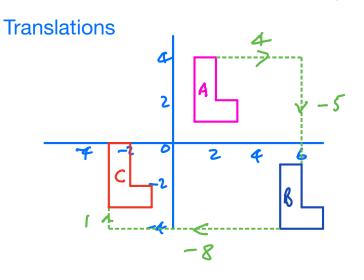
Transformations - Translations, Reflections, Rotations, Enlargements



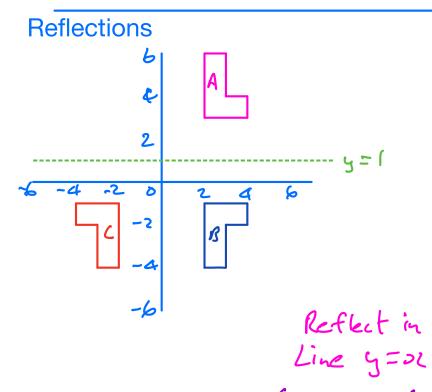
Translate A by (4) to swell

Translate & by (-8) to swell

Describe the transformation required to map a back to A.

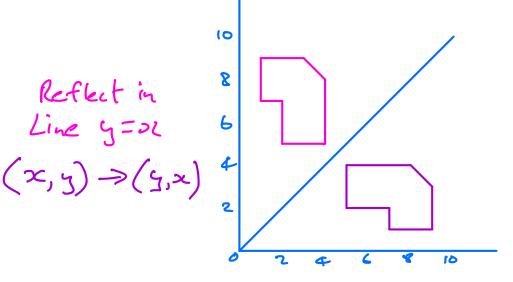
Translate by (4)

Translate by (q) means move or in the x-disection and y in the y-direction. It is called a column vector.

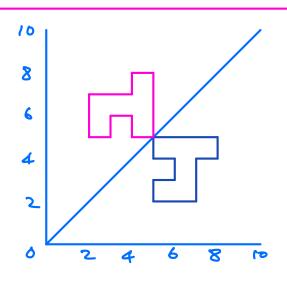


Reflect A in line y=1 to give B

Reflect B in y-axis to sive C

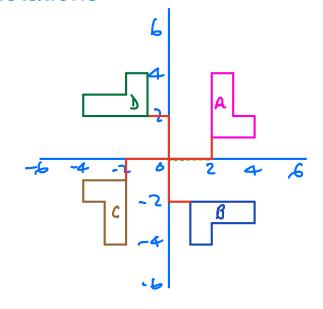


For each point the coordinates are reversed. Vertical lines become horizontal Horizontal lines become vertical



Example 2

Rotations

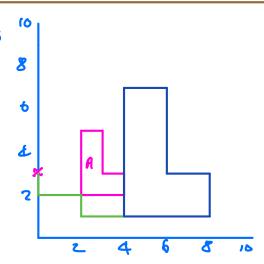


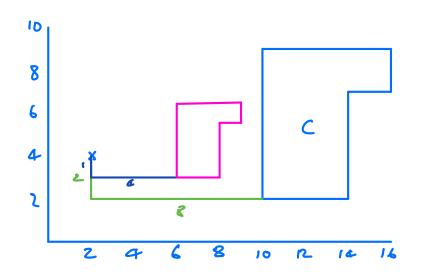
Refete A 90° clackwise about (0,0) to give B

A is mapped to C by a rotation of 180° about (0,0)

Enlargements

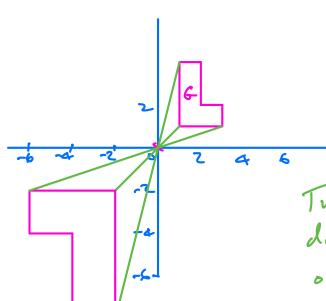
Eularge Aby Scale factor 2 about centre of enlargement (0,3)





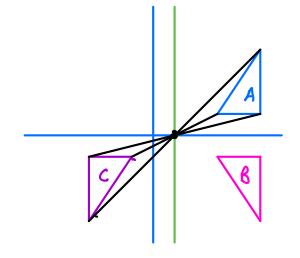
Enlarge C by Scale Factor = about (2,4)

Negative Scale Factors



Enlarge & by Scale Actor - Z about (0,0)

Truce as for in opposite director from centre of enlargement



Robert (1,0)

OR

Enlargement by Scale feeler - 1 about (1,0)