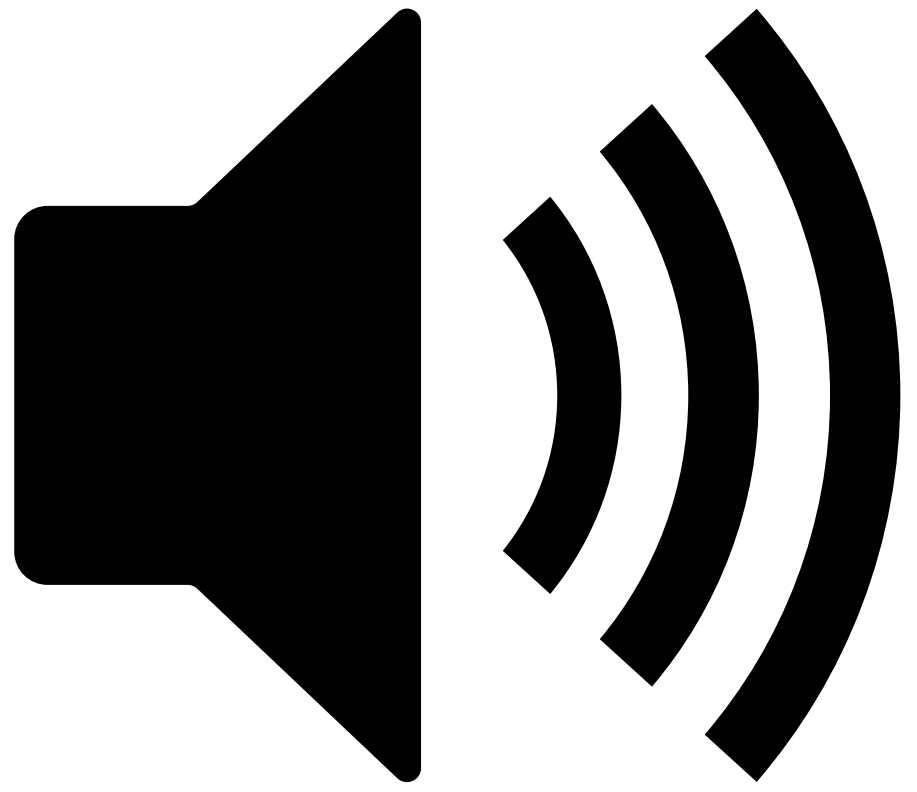
Translation

In translation, you move a point from original location, lets say (x, y) to a new location (x', y'). To do this, you can simply add the existing coordinates dx and dy respectively so that x+dx = x' and y+dy = y'.

Special forms of such transformation can include horizontal-only or vertical-only translation where the other delta becomes zero, which allow point to be moved only orthogonally.



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Translation

In translation, you move a point from original location, lets say (x, y) to a new location (x’, y’). To do this, you can simply add the existing coordinates dx and dy respectively so that x+dx = x’ and y+dy = y’.

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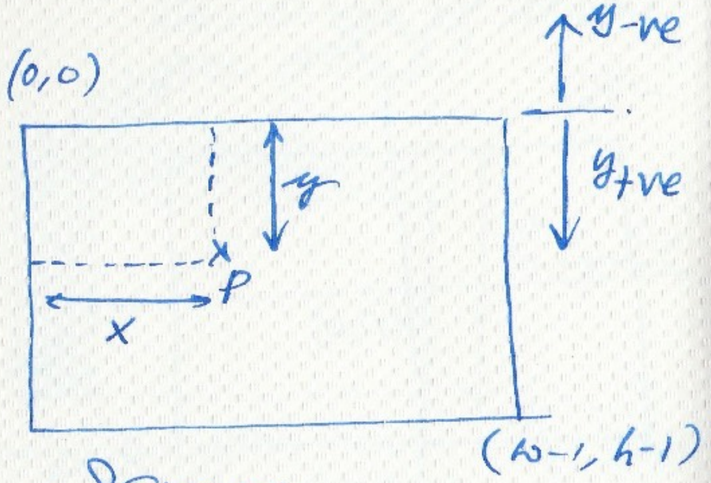
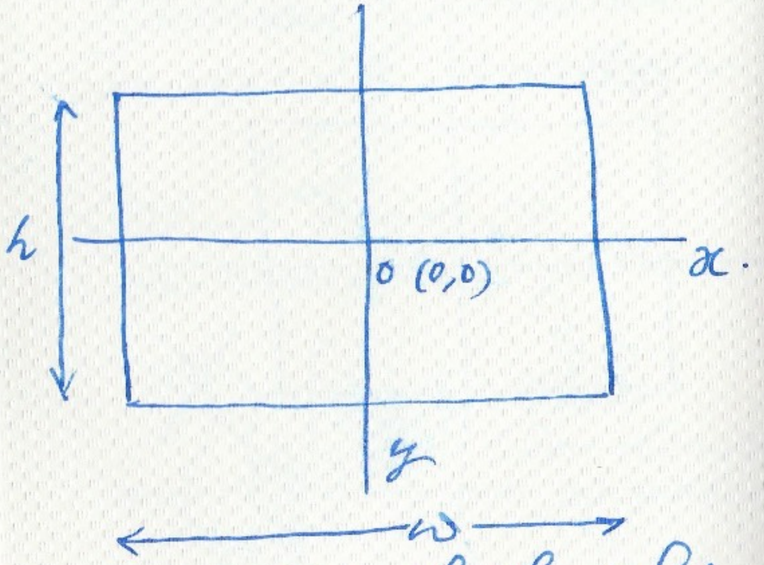
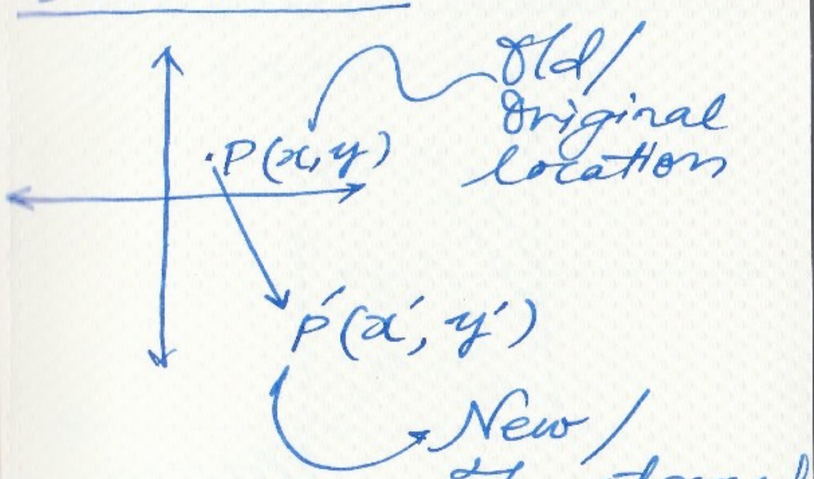


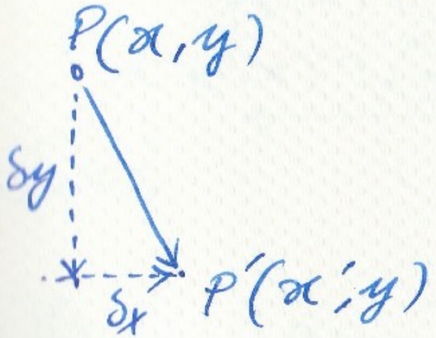
Screen bounds.



w: width, h: height.

Translation





$$x' = x + \delta x$$
$$y' = y + \delta y .$$