To get M, Find the midpoint of a line

Mx = x1 f x2, My = y1 ty2 Mx = -3+11 Mx = 4 My = -0.5. i) Translate & move to origin ii) move to origin Apply rotation form 1) Translate ii) Rotate 0 = 90° clock wise (cos (-90) - sin (90) 0 sin (-90) cos(-90) 0

A thangle having vertices A(3,3); B(8,5); C(3,8) Question 5 is first translate 2 units in x direction is first translate by two(2) units out.

Then it is scaled got two (2) units out. point (5,6) and finally rotated 90° anticlockwise at point (2,0). Dopict the initial and final position of the triangle. Understand application of computer graphics 501ª (Q.5) i) Translate

i) same

Ta

$$t_{2C} = -\mathbf{g}$$
, $t_{y} = -6$
 $T_{q} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -5 & -6 & 1 \end{bmatrix}$

She

 $S_{X} = 2$, $S_{y} = 2$
 $S_{b} = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

The

 $t_{X} = 5$, $t_{y} = 6$
 $T_{b} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -5 & -6 & 1 \end{bmatrix}$
 $T_{p} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 5 & 6 \end{bmatrix}$
 $T_{p} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 5 & 6 \end{bmatrix}$

$$R_{b} = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

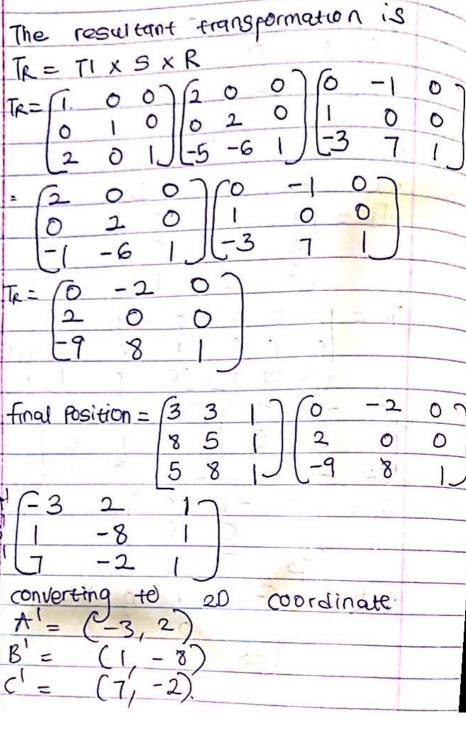
$$T_{b} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 5 & 1 \end{pmatrix}$$

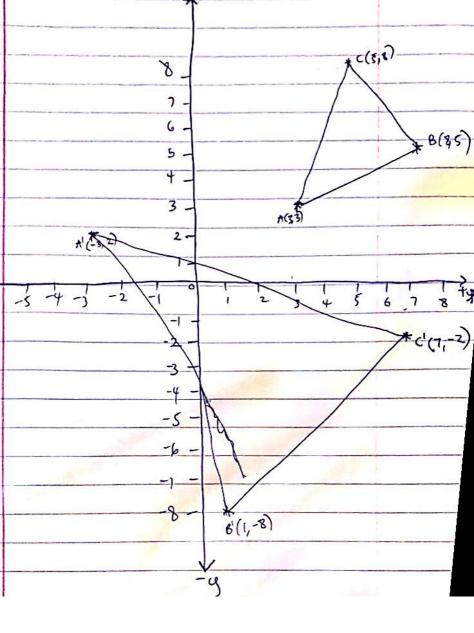
$$T_{R} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -2 & 5 & 1 \end{pmatrix} \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ -2 & 5 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 5 & 1 \end{pmatrix}$$

$$T_{R} = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ -3 & 7 & 1 \end{pmatrix}$$

$$T_{R} = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ -3 & 7 & 1 \end{pmatrix}$$

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