COMPUTER GRAPHICS



SOLUTION

First we have to translate the triangle's point A(3,2) to origin since it is the point we have to fix. The matrix used there is:

Where x=3 and y=2. So, the matrix becomes:

| 1 | 0 | 3 | |
|---|---|---|--|
| 0 | 1 | 2 | |
| 0 | 0 | 1 | |

To perform the rotation, the matrix used is:

$$\cos\theta$$
 -sin θ 0 sin θ cos θ 0 0 1

Where θ =60°. So, the matrix becomes:

To translate the shape back to its original position, the matrix used is:

Where x=3 and y=2. So, the matrix becomes:

Now, we find the composite matrix by multiplying the three matrices in the order of translateMatrix * rotationMatrix * translateMatrixBack:

Now we find the new 2 points of the triangle. First, we multiply this composite matrix with

6 6 1

For the point C(6,6)

=5.196+3-1.598

Hence the new point C is: (1.036,6.598)

Then, we multiply the composite matrix with

6 2 1

For the point B(6,2)

Hence the new point B is: (4.5,4.598)

Hence the new points of the triangle are:

A(3,2) B(4.5,4.598) C(1.036,6.598)