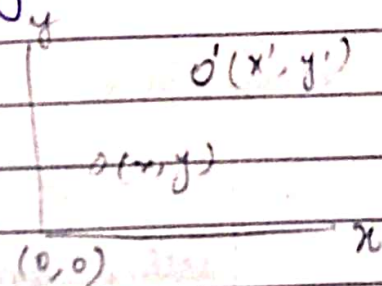


Transformation

CG

- i) Geometric
- ii) Co-ordinate

Any change in shape of an object w.r. to translation, rotation, scaling, etc.



Column Representation of matrix

$$x' = 2x + 3y$$

	x	y
	2	3
	3	5

Operations for transformation

Translation

Rotation

Scaling

Shearing

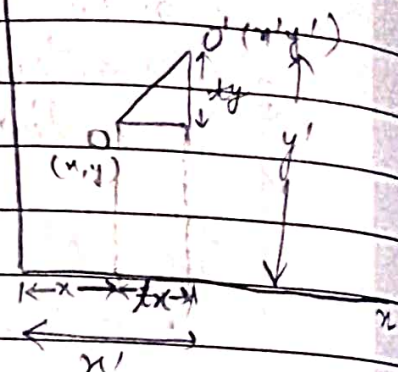
Reflection

Translation (about the ~~origin~~ ^{origin})

coefficients of:

x y const

$$\begin{matrix} x' \\ y' \end{matrix} \begin{bmatrix} 1 & 0 & tx \\ 0 & 1 & ty \end{bmatrix}$$



$$x' = x + tx$$

$$y' = y + ty$$

~~When an operation come~~ To make an operation matrix homogeneous by place adding one at diagonal in the next row and place zero at other position.

As per requirement, add ~~(1, 1, ...)~~ $(1, 1, \dots)$ rows and $(1, 1, 1, \dots)$ columns in an object matrix to make it homogeneous.

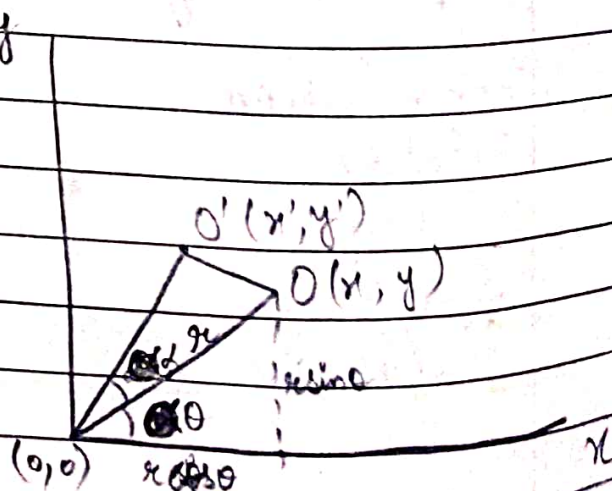
Rotation about origin

$$x = r \cos \theta$$

$$y = r \sin \theta$$

$$x' = r \cos(\theta + \alpha)$$

$$y' = r \sin(\theta + \alpha)$$



$$\sin(A+B) = \sin A \cos B + \cos A \sin B$$

$$\cos(A+B) = \cos A \cos B - \sin A \sin B$$

$$x' = r \cos(\theta + \alpha) = r(\cos \theta \cos \alpha - \sin \theta \sin \alpha)$$

$$= r \cos \theta \cos \alpha - r \sin \theta \sin \alpha$$

$$x' = x \cos \alpha - y \sin \alpha$$

$$y' = r \sin(\theta + \alpha) = r \sin \theta \cos \alpha + r \cos \theta \sin \alpha$$

$$= y \cos \alpha + x \sin \alpha$$

$$y' = x \sin \alpha + y \cos \alpha$$

$$\begin{matrix} x & y \\ x' & \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix} \\ y' & \end{matrix}$$

8. Translate a point $P(-2, 3)$ about the origin.

$$t_x = -2, \quad t_y = 3$$

$$T_v = \begin{bmatrix} 1 & 0 & -2 \\ 0 & 1 & 3 \end{bmatrix}$$

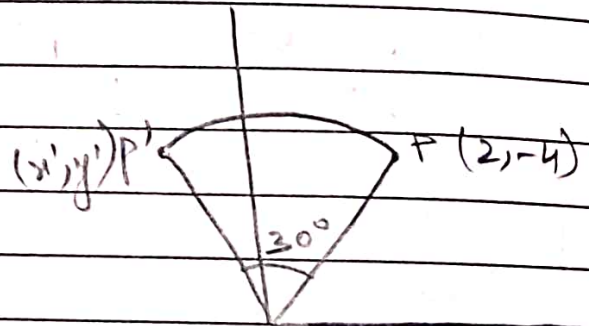
Q.4.2 a) Rotation of an object by 30° about the origin

$$R_x = \begin{bmatrix} \cos 30^\circ & -\sin 30^\circ \\ \sin 30^\circ & \cos 30^\circ \end{bmatrix}$$

$$= \begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix}$$

b)

Object matrix $= \begin{bmatrix} 2 \\ -4 \end{bmatrix}$



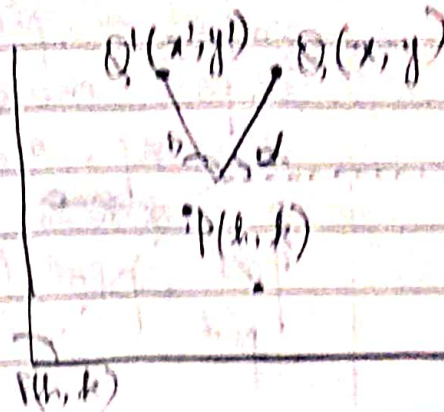
$P'(x', y') = \text{operation} \cdot \text{object}$

$$= \begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix} \begin{bmatrix} 2 \\ -4 \end{bmatrix}$$

$$= \begin{bmatrix} \sqrt{3} - 2\sqrt{3} & -1 + 2 \\ 1 - 2 & \sqrt{3} - 2\sqrt{3} \end{bmatrix}$$

$$= \begin{bmatrix} \sqrt{3}(1-2) & 1 \\ -1 & \sqrt{3}(1-2) \end{bmatrix}$$

$$R_\theta = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$



$$R_{Q,P} = T_v R_\theta T_v^{-1}$$

$$R_{Q,P} = \begin{bmatrix} 1 & 0 & -h \\ 0 & 1 & -k \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & h \\ 0 & 1 & k \\ 0 & 0 & 1 \end{bmatrix}$$

$h = x$
 $k = y$

Q. Perform a 45° rotation of triangle A(0,0)
B(1,1), C(5,2).

- about the origin
- about the point P(-1, -1)

Solⁿ a) $R_{45} = \begin{bmatrix} \cos 45^\circ & -\sin 45^\circ \\ \sin 45^\circ & \cos 45^\circ \end{bmatrix}$

$$= \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{bmatrix}$$

$$R = \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 5 \\ 0 & 1 & 2 \\ 1 & 1 & 1 \end{bmatrix}$$

Scaling (w.r.t origin)

$$S_{sx, sy} = \begin{bmatrix} S_x & 0 & 0 \\ 0 & S_y & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Translate, then scaling, then reverse the translation in scaling w.r.t fixed point.

$$S_{sub} = T_v \cdot S_{a,b} \cdot T_v^{-1}$$

$$= \begin{bmatrix} 1 & 0 & h \\ 0 & 1 & k \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -h \\ 0 & 1 & -k \\ 0 & 0 & 1 \end{bmatrix}$$

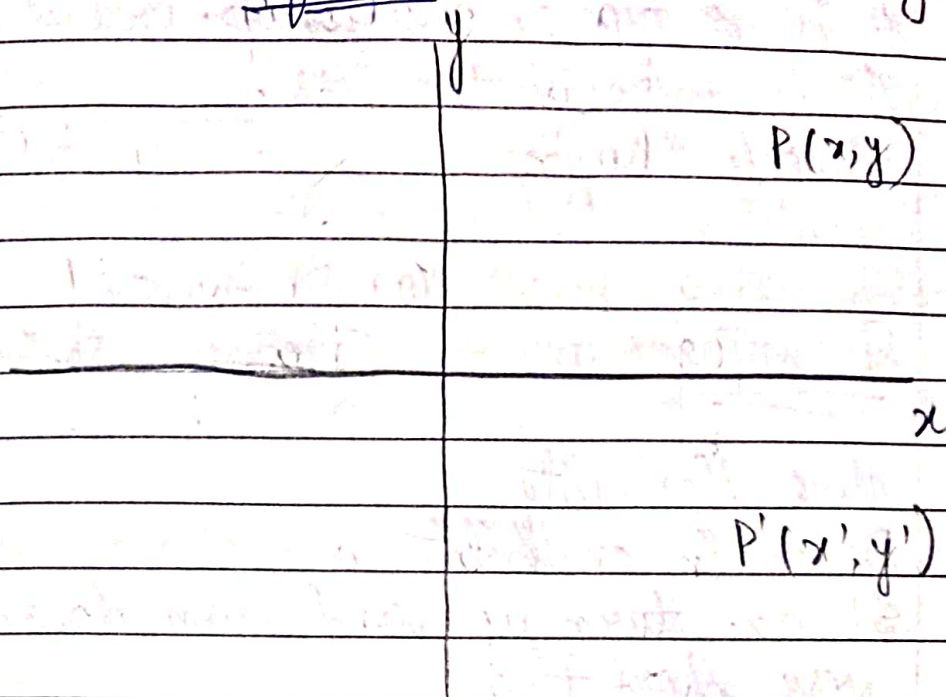
ex 4.8 A (0,0), B(1,1) and C(5,2)
C is fixed point.

$$T_v = \begin{bmatrix} 1 & 0 & 5 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \quad (\because h=5, k=2)$$

$$T_v^{-1} = \begin{bmatrix} 1 & 0 & -5 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix}$$

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

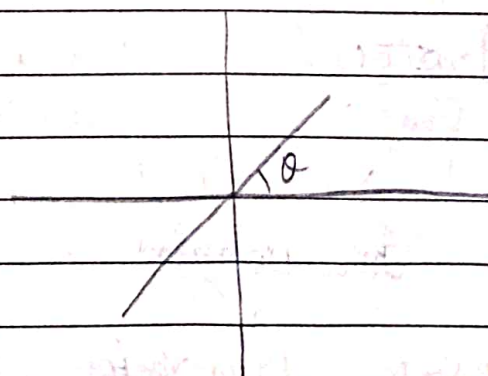
Reflection (about the origin)



$$x' = x$$

$$y' = -y$$

$$M_x = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}, M_y = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$$



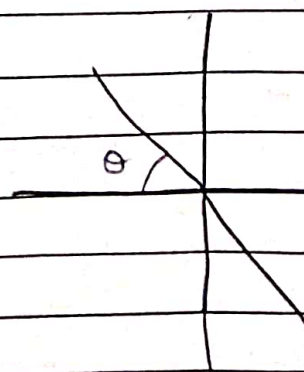
$$\tan \theta = m = 1$$

$$y = x$$

$$\theta = \tan^{-1} 1$$

$$\theta = 45^\circ$$

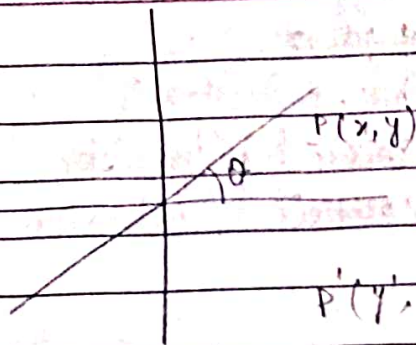
$$M_{\theta, x} = R_\theta \cdot M_x \cdot R_{-\theta}$$



$$y = -x$$

$$M_{\theta, x} = R_\theta \cdot M_x \cdot R_{-\theta}$$

CG



$$\begin{aligned}x' &= +y \\ y' &= -x\end{aligned}$$

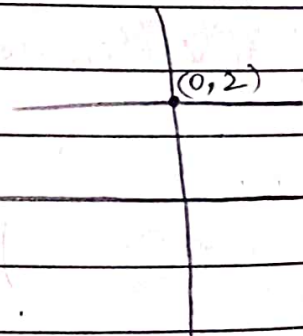
$$M_x = \begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Example 4.11 A (-1, 0) B (0, -2), C (1, 0) D (0, 2)

$$0 = \begin{bmatrix} -1 & 0 & 1 & 0 \\ 0 & -2 & 0 & 2 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

a) $y = 2$

$$\begin{aligned}dx &= 0 \\ dy &= 2\end{aligned}$$



$$T_y = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 2 \end{bmatrix}_{2 \times 3}$$

$$M_x = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}_{2 \times 2}$$

$$M_{y,x} = T_y M_x T_{-y}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 2 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -2 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 4 \\ 0 & 0 & 1 \end{bmatrix}$$

$$M_{x,0} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 4 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 1 & 0 \\ 0 & -2 & 0 & 2 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

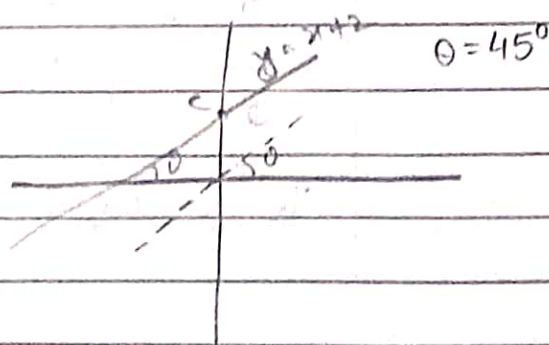
$$= \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 4 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 1 & 0 \\ 0 & -2 & 0 & 2 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} & & & \\ & & & \\ & & & \\ & & & \end{bmatrix}$$

a)

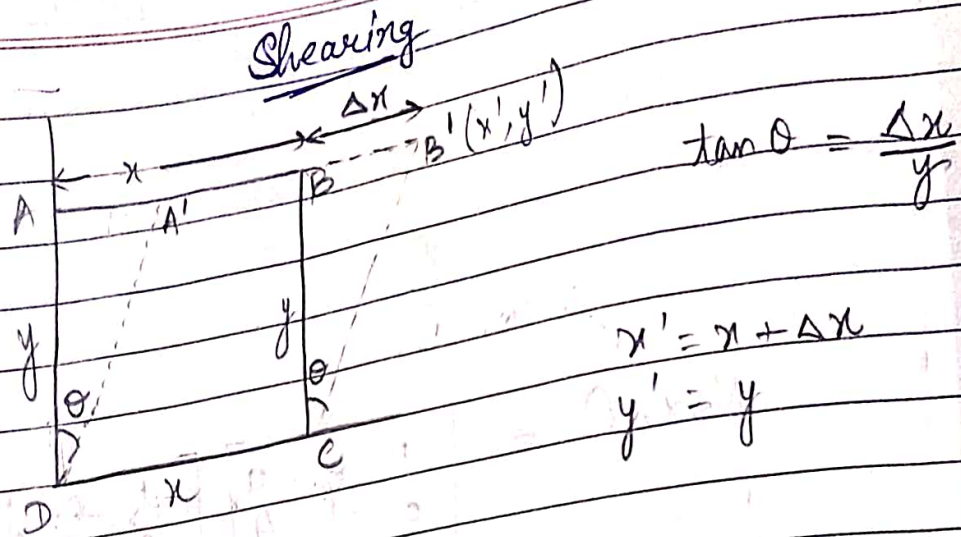
$$y = x + 2$$

$$T_V = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 2 \end{bmatrix}$$



$$R_0 = \begin{bmatrix} & \\ & \end{bmatrix}$$

$$M_{y,0,x} = T_V \cdot R_0 \cdot M_{x,R_0} T_V^{-1}$$



Shx

Inverse Of Geometric Transformation

inverse of geometric transformation for each transformation matrix = coordinate transformation respectively.

$$T_v = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \end{bmatrix}$$

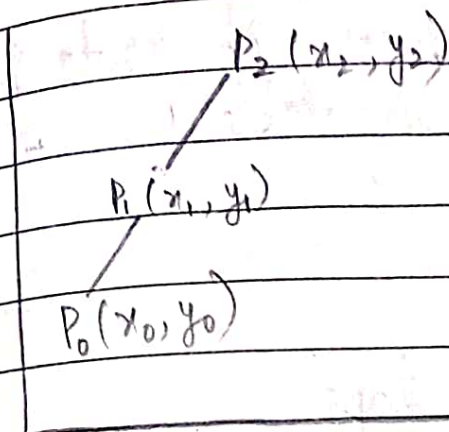
$$T_v^{-1} = T_{-v} = \begin{bmatrix} 1 & 0 & -t_x \\ 0 & 1 & -t_y \end{bmatrix}$$

$$S_{x,y} = \begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix}$$

$$S_{s_x, s_y}^{-1} = S_{\frac{1}{s_x}, \frac{1}{s_y}} = \begin{bmatrix} \frac{1}{s_x} & 0 \\ 0 & \frac{1}{s_y} \end{bmatrix}$$

$$R_\theta = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$

$$R_\theta^{-1} = R_{-\theta} = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix}$$

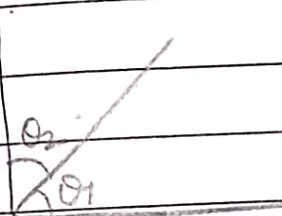


$$t_x = t_{x_0} + t_{x_1} + t_{x_2}$$

$$t_{x_0}, t_1, t_3$$

$$T_v = T_{V_0 + V_1 + V_2}$$

$$t = t_{x_0} + t_1 + t_3$$



$$\theta = \theta_1 + \theta_2$$