Name: Li-Yang Hsu

THEME UIN: 652351361

$$P. 1$$

$$Cos30^{\circ} - sm30^{\circ}$$

$$Sm30^{\circ} Cos30^{\circ}$$

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

$$SR = \begin{bmatrix} \frac{\sqrt{3}}{4} & \frac{-1}{4} & 0 \\ \frac{1}{4} & \frac{\sqrt{3}}{4} & 0 \\ 0 & 0 & 1 \end{bmatrix} \qquad t = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{bmatrix}$$

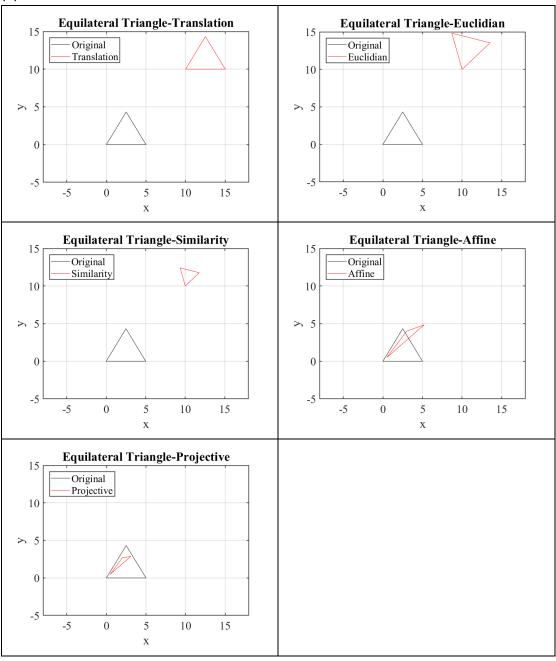
$$\hat{X} = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \frac{\sqrt{3}}{4} & \frac{1}{14} & 0 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

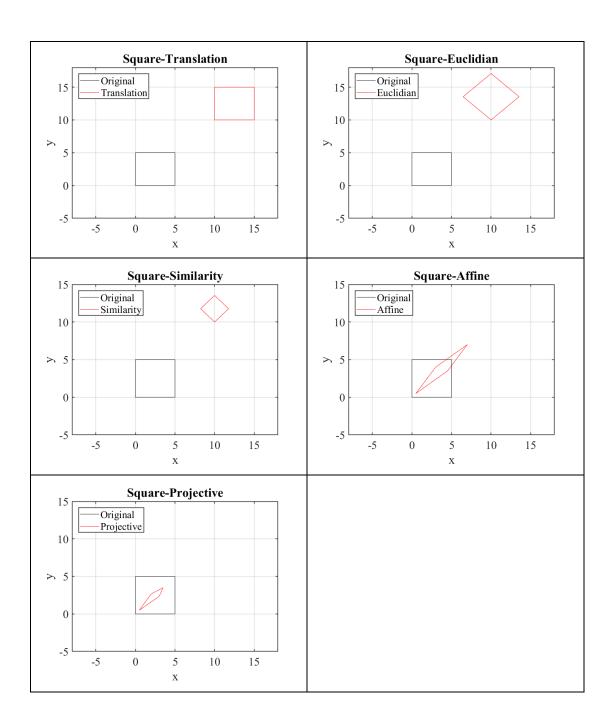
$$= \begin{bmatrix} \frac{\sqrt{3}}{4} & \frac{1}{14} & \frac{2}{14} \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

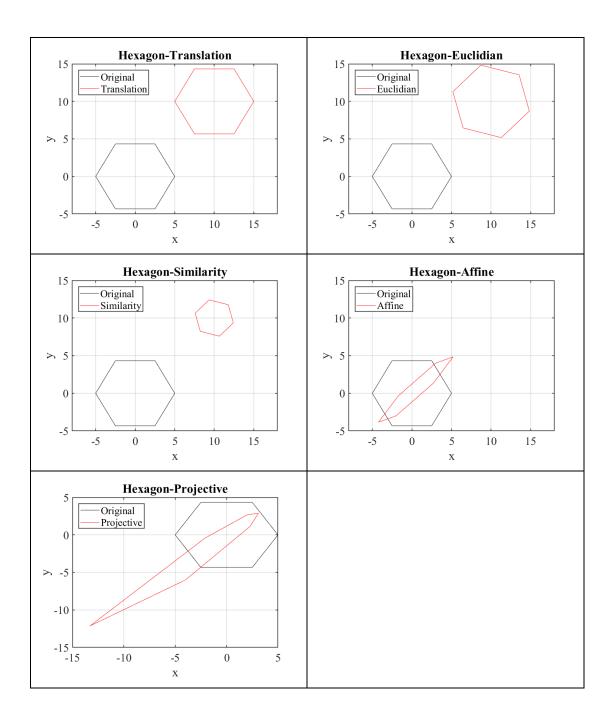
$$\Rightarrow \begin{bmatrix} \frac{\sqrt{3}}{4} & \frac{1}{14} & \frac{2}{14} \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} \frac{\sqrt{3}}{4} & \frac{1}{14} & \frac{2}{14} \\ \frac{1}{4} & \frac{\sqrt{3}}{4} & \frac{2}{14} \\ 0 & 0 & 1 \end{bmatrix}$$

(a)







(b)

	Preserve
Translation	Orientation
Euclidian	Lengths
Similarity	Angles
Affine	Parallelism
Projective	Straight line

		1	2	3
Translation	1	1	0	10
Translation	2	0	1	10
	3	0	0	1
		1	2	3
	1	0.7071	-0.7071	10
Euclidian	2	0.7071	0.7071	10
	3	0	0	1
		1	2	3
	1	0.3536	-0.3536	10
Similarity	2	0.3536	0.3536	10
				1
	3	0	0	<u>'</u>
		1	2	3
	1	0.5000	0.8000	0.5000
Affine	2	0.7000	0.6000	0.5000
	3	0	0	1
		1	2	3
Projective	1	0.5000	0.8000	0.5000
Projective	2	0.7000	0.6000	0.5000
	3	0.1000	0.1000	1

# **Triangle (Homogeneous coordinate)**

2		I	$\begin{bmatrix} x_1 & x_2 & x_3 \\ y_1 & y_2 & y_3 \\ y_1 & w_2 & w_3 \end{bmatrix}$	
Original	1 2	1 0	2 2.5000 4.3301	3 5 0
	3	1	2	3
Translation	1 2 3	10 10 1	12.5000 14.3301 1	15 10 1
Euclidian	1 2 3	1 10 10	2 8.7059 14.8296 1	3 13.5355 13.5355 1
Similarity	1 2 3	1 10 10 1	2 9.3530 12.4148 1	3 11.7678 11.7678 1
Affine	1 2 3	1 0.5000 0.5000 1	2 5.2141 4.8481 1	3 3 4 1
Projective	1 2 3	1 0.5000 0.5000 1	2 5.2141 4.8481 1.6830	3 3 4 1.5000

### **Triangle (Cartesian coordinate)**

Triangle (Cartesian coordinate)				1	
2 3		$\begin{bmatrix} x_1 \\ y_1 \end{bmatrix}$	$\begin{bmatrix} x_2 & x_3 \\ y_2 & y_3 \end{bmatrix}$		
		1	2	3	
Original	1	0	2.5000	5	
-	2	0	4.3301	0	
		1	2	3	
Translation	1	10	12.5000	15	
	2	10	14.3301	10	
		1	2	3	
Euclidian	1	10	8.7059	13.5355	
	2	10	14.8296	13.5355	
		1	2	3	
Similarity	1	10	9.3530	11.7678	
	2	10	12.4148	11.7678	
		1	2	3	
Affine	1	0.5000	5.2141	3	
	2	0.5000	4.8481	4	
		1	2	3	
Projective	1	0.5000	3.0981	2	
	2	0.5000	2.8806	2.6667	

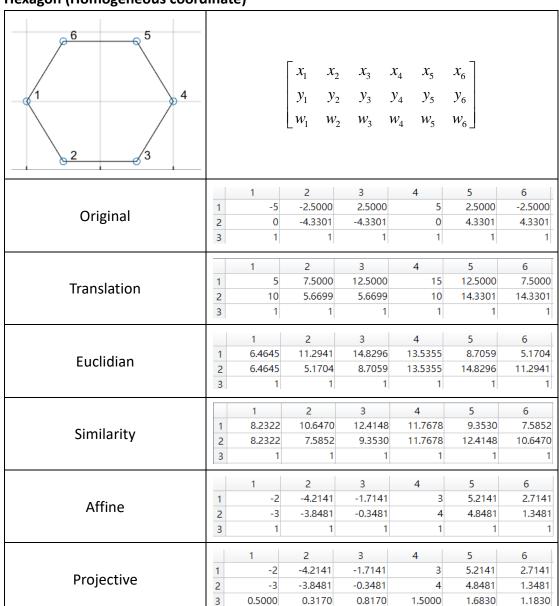
### **Square (Homogeneous coordinate)**

2 3 4	1 0 0 1 1 10 10	2		4 5 5 1 4
Original  1 2 3 Translation	0 0 1 1 10 10	$\begin{bmatrix} y_1 & y_2 \\ w_1 & w_2 \end{bmatrix}$	$\begin{bmatrix} y_3 & y_4 \\ w_3 & w_4 \end{bmatrix}$ $\begin{bmatrix} 3 & 0 & 0 \\ 5 & 1 & 0 \\ & & 3 & 0 \end{bmatrix}$	5 5 1 4
Original  1 2 3  Translation  1 2	0 0 1 1 10 10	$\begin{bmatrix} y_1 & y_2 \\ w_1 & w_2 \end{bmatrix}$	$\begin{bmatrix} y_3 & y_4 \\ w_3 & w_4 \end{bmatrix}$ $\begin{bmatrix} 3 & 0 & 0 \\ 5 & 1 & 0 \\ & & 3 & 0 \end{bmatrix}$	5 5 1 4
Original  1 2 3  Translation  1 2	0 0 1 1 10 10	2 2 10	<ul> <li>w<sub>3</sub></li> <li>w<sub>4</sub></li> <li>3</li> <li>0</li> <li>5</li> <li>1</li> <li>3</li> </ul>	5 5 1 4
Original  1 2 3  Translation  1 2	0 0 1 1 10 10	2 2 10	3 0 5 1	5 5 1 4
Original 2 3 3 Translation 2	0 0 1 1 10 10	2 10	0 5 1	5 5 1 4
Original 2 3 3 Translation 2	0 0 1 1 10 10	2 10	0 5 1	5 5 1 4
Original 2 3 3 Translation 2	0 1 1 10 10	2 10	5 1 3	5 1 4
Translation $\begin{bmatrix} 2\\3\\1\\2\\\end{bmatrix}$	1 1 10 10	10	3	1 4
Translation 1 2	1 10 10	10	3	4
Translation 2	10 10	10		
Translation 2	10		15	4.5
2		15		15
3		1.5	15	10
	1	1	1	1
	1	2	3	4
Fuelidian 1	10	6.4645	10	13.5355
Euclidian 2 3	10	13.5355	17.0711	13.5355
3	1	1	1	1
	1	2	3	4
Similarity 1	10	8.2322	10	11.7678
Similarity 2	10	11.7678	13.5355	11.7678
3	1	1	1	1
	1	2	3	4
1	0.5000	4.5000	7	3
Affine 2	0.5000	3.5000	7	4
3	1	1	1	1
	1	2	3	4
1	0.5000	4.5000	7	3
Projective 2	0.5000	3.5000	7	4
3	1	1.5000	2	1.5000

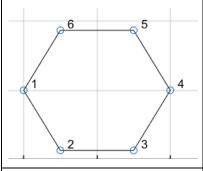
#### **Square (Cartesian coordinate)**

Square (Cartesian Coordinate)	1				1
2 3			$\begin{bmatrix} x_1 & x_2 & x_2 \\ y_1 & y_2 & y_2 \end{bmatrix}$	$\begin{bmatrix} x_3 & x_4 \\ y_3 & y_4 \end{bmatrix}$	
		1	2	3	4
Original	1	0	0	5	5
	2	0	5	5	0
		1	2	3	4
Translation	1	10	10	15	15
	2	10	15	15	10
		1	2	3	4
Euclidian	1	10	6.4645	10	13.5355
	2	10	13.5355	17.0711	13.5355
		1	2	3	4
Similarity	1	10	8.2322	10	11.7678
	2	10	11.7678	13.5355	11.7678
		1	2	3	4
Affine	1	0.5000	4.5000	7	3
	2	0.5000	3.5000	7	4
		1	2	3	4
Projective	1	0.5000	3	3.5000	2
	2	0.5000	2.3333	3.5000	2.6667

#### **Hexagon (Homogeneous coordinate)**



# **Hexagon (Cartesian coordinate)**



$$\begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 & x_6 \\ y_1 & y_2 & y_3 & y_4 & y_5 & y_6 \end{bmatrix}$$

		1	2	3	4	5	6
Original	1	-5	-2.5000	2.5000	5	2.5000	-2.5000
	2	0	-4.3301	-4.3301	0	4.3301	4.3301
		1	2	3	4	5	6
Translation	1	5	7.5000	12.5000	15	12.5000	7.5000
	2	10	5.6699	5.6699	10	14.3301	14.3301
		1	2	3	4	5	6
Euclidian	1	6.4645	11.2941	14.8296	13.5355	8.7059	5.1704
	2	6.4645	5.1704	8.7059	13.5355	14.8296	11.2941
		1	2	3	4	5	6
Similarity	1	1 8.2322	2 10.6470	3 12.4148	4 11.7678	5 9.3530	6 7.5852
Similarity	1 2	1 8.2322 8.2322		-			_
Similarity			10.6470	12.4148	11.7678	9.3530	7.5852
Similarity Affine		8.2322	10.6470 7.5852	12.4148 9.3530	11.7678 11.7678	9.3530 12.4148	7.5852 10.6470
	2	8.2322 1	10.6470 7.5852 2	12.4148 9.3530 3	11.7678 11.7678 4	9.3530 12.4148 5	7.5852 10.6470 6
	1	8.2322 1 -2	10.6470 7.5852 2 -4.2141	12.4148 9.3530 3 -1.7141	11.7678 11.7678 4 3	9.3530 12.4148 5 5.2141	7.5852 10.6470 6 2.7141
	1	8.2322 1 -2 -3	10.6470 7.5852 2 -4.2141 -3.8481	12.4148 9.3530 3 -1.7141 -0.3481	11.7678 11.7678 4 3 4	9.3530 12.4148 5 5.2141 4.8481	7.5852 10.6470 6 2.7141 1.3481