

Linear Transformations are just functions.

$L\vec{v} = \vec{w}$ , Transforming 1 vector into another.

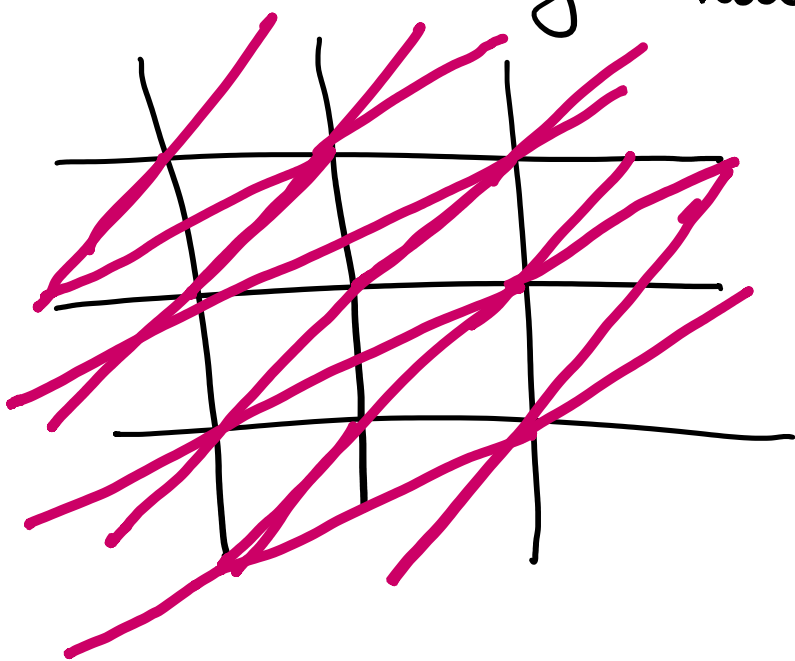
- Keeps vector transformations  
equivalently proportioned

- parallel

- evenly spaced

- origin must be fixed in place.

meaning "additivity"  
"scaling".



Matrices are just short forms of the transformation of basis vectors  $i, j, \dots$  and then their application to a non transformed vector.

$$\begin{bmatrix} 0 & 2 \\ 4 & 3 \end{bmatrix}$$

$\uparrow$

$i$ -transformed  
basis vector

$\leftarrow j$ -transformed  
basis vector.

} Apply as linear  
combinations to another  
input vector.