

# Basic Transformations

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There are a number of basic transformations we can make using simply matrixies. You can think of these transformations individual "units" of transformation, like "rotate 90°", or "scale by 10 units." Each of these transformations we can represent with a matrix.

$$\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \quad \begin{bmatrix} 10 & 0 \\ 0 & 10 \end{bmatrix}$$