

Q1) Translate a polygon with co-ordinates  $A(2,5)$   $B(7,10)$   $C(10,2)$  by 3 units in  $x$  direction, 4 units in  $y$  directions.

$$\text{Translation} \Rightarrow \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

$$\therefore x' = x + t_x, \quad y' = y + t_y.$$

$$t_x = 3, \quad t_y = 4 \quad \& \quad A(2,5); \quad B(7,10); \quad C(10,2).$$

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 3 \\ 0 & 1 & 4 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 5 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 9 \\ 1 \end{bmatrix}$$

$$\therefore A' = (5,9) \quad \text{Similarly} \quad B' = (10,14), \quad C' = (13,6)$$

Q2) Give  $3 \times 3$  homogenous transformation matrix for each following transformation.

- (i) Shift image to the right 3 units.
- (ii) Shift image to the up 2 units.
- (iii) Move down  $\frac{1}{2}$  units & right 1 unit.
- (iv) Move down  $\frac{2}{3}$  units & left 4 unit.



Translation matrix is given by  $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ t_x & t_y & 1 \end{bmatrix}$

$$(i) \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 3 & 0 & 1 \end{bmatrix}$$

$$(ii) \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 2 & 1 \end{bmatrix}$$

$$(iii) \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & -1/2 & 1 \end{bmatrix}$$

$$(iv) \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -4 & -2/3 & 1 \end{bmatrix}$$

Q3) Find the transformation of  $A(1,0)$ ,  $B(0,1)$ ,  $C(1,1)$  by

- i) Rotating  $45^\circ$  about the origin and translating 1 unit in  $x$  and  $y$  direction.
- ii) Translating 1 unit in  $x$  and  $y$  directions and then rotating  $45^\circ$  about the origin.

$$\rightarrow [ABC] = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$R_{45^\circ} (\text{counter-clockwise}) = \begin{bmatrix} \cos 45^\circ & \sin 45^\circ & 0 \\ -\sin 45^\circ & \cos 45^\circ & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



Translation matrix  $\rightarrow I + T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ t_x & t_y & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix}$

(i) Rotation followed by translation

$$I_1 = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

$$[A'B'C'] = [ABC] [I_1] = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

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

$\therefore$  New coordinates are  $A\left(\frac{1}{\sqrt{2}} + 1, \frac{1}{\sqrt{2}} + 1\right),$

$B\left(\frac{-1}{\sqrt{2}} + 1, \frac{1}{\sqrt{2}} + 1\right)$  &  $C(1, \sqrt{2} + 1).$

Q4) Show that transformation matrix for reflection about a line  $y=x$  is equivalent to reflection to  $x$ -axis followed by counter-clockwise rotation of  $90^\circ$ .

→ Transformation matrix for reflection about  $y=x$  line

$$\text{Ref}_{(x,y)} = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\text{Counter clockwise rotation of } 90^\circ \quad M_1 = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \cos 90^\circ & -\sin 90^\circ & 0 \\ \sin 90^\circ & \cos 90^\circ & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\text{Reflection about } x \text{ axis} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = M_2$$

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

$$\therefore \text{Ref}_{(x,y)} = M_1 \cdot M_2$$