

United Technical College, Bharatpur, Chitwan

Lab 5

2D Transformations

Date Assigned: Dec 26, 2022

Date Due: Jan 06, 2023

Write a C-Program for performing the basic 2D transformations such as translation, scaling, rotation, shearing and reflection for a given 2D object?

Aim: To apply the basic 2D transformations such as translation, scaling, rotation, shearing and reflection for a given 2D object.

Description:

We have to perform 2D transformations on 2D objects. Here we perform transformation on a line segment.

The 2D transformations are:

1. Translation
2. Scaling
3. Rotation
4. Reflection
5. Shear

1. Translation

2D translation matrix is:

$$\begin{aligned}x' &= x + tx \\ y' &= y + ty\end{aligned}\quad \begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & tx \\ 0 & 1 & ty \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

2. Rotation

2D Rotation is matrix with rotation angle Theta in CCW is

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$$x = r \cos \phi$$

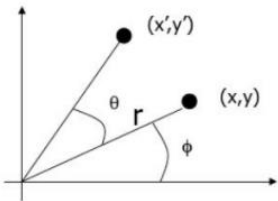
$$y = r \sin \phi$$

Before Rotation

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

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

After Rotation



$$x' = r \cos \phi \cos \theta - r \sin \phi \sin \theta$$

$$y' = r \cos \phi \sin \theta + r \sin \phi \cos \theta$$

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

3. Scaling

The 2D scaling equations in matrix form is given by

$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} S_x & 0 \\ 0 & S_y \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Scaling Matrix

4. Reflection

The 2D reflection equations in matrix form is given by

$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Reflection Matrix

(Reflection Along X Axis)

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$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Reflection Matrix
(Reflection Along Y Axis)

5. Shearing

The 2D shearing equations in matrix form is given by

$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} 1 & Sh_x \\ 0 & 1 \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Shearing Matrix
(In X axis)

$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ Sh_y & 1 \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Shearing Matrix
(In Y axis)

Basic 2D transformations C Program: Students are expected to write C program in the lab.

Output:

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