2D Translation Algorithm

Let-

Initial coordinates of the object O = (Xold, Yold)

New coordinates of the object O after translation = (Xnew, Ynew)

Translation vector or Shift vector = (Tx, Ty)

Given a Translation vector (Tx, Ty)-

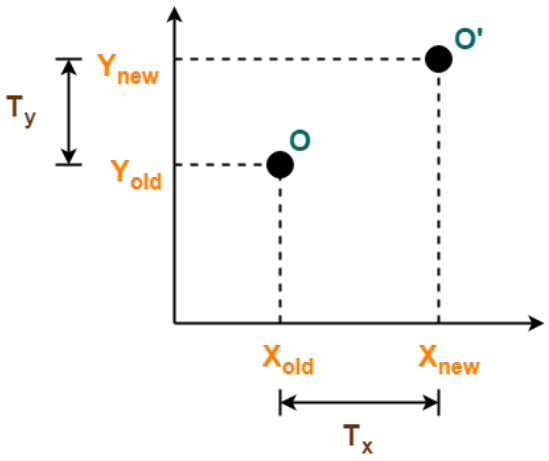
Tx defines the distance the Xold coordinate has to be moved.

Ty defines the distance the Yold coordinate has to be moved.

This translation is achieved by adding the translation coordinates to the old coordinates of the object as-

Xnew = Xold + Tx (This denotes translation towards X axis)

Ynew = Yold + Ty (This denotes translation towards Y axis)



2D Translation in Computer Graphics