

## THEORETICAL QUESTIONS

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Theoretical Questions:

- 1 Rotation, Reflection, Scaling, Shearing, and Translations all preserve parallel lines.  
Rotation, Reflection, Translation, and Scaling preserve angles
- 2 .
  - (a) if  $p = (x, y)$  then  $M \cdot p = (x, y + 1.5x)$  This is a shearing transformation
  - (b) if  $p = (x, y)$  then  $M \cdot p = (x, y - 1.5x)$  This is a shearing transformation
  - (c) if  $p = (x, y)$ , then  $M \cdot p = (x, -y)$  This is a reflection transformation
  - (d) if  $p = (x, y)$ , then  $M \cdot p = (-2x, -2y)$  This is a reflection and scaling transformation
  - (e) if  $p = (x, y)$ , then  $M \cdot p = (x \cos(\theta) - y \sin(\theta), x \sin(\theta) + y \cos(\theta))$  This is a rotation transformation clockwise by  $\theta$
  - (f) if  $p = (x, y)$ , then  $M \cdot p = (x\alpha - y\sqrt{1 - \alpha^2}, x\sqrt{1 - \alpha^2} + y\alpha)$  this is a counter clockwise rotation by  $\arccos(\alpha)$
  - (g) if  $p = (x, y)$  then  $R(-\theta)p = (x \cos(-\theta) - y \sin(-\theta), x \sin(-\theta) + y \cos(-\theta))$ . Then  $M_3(R(-\theta)p) = (x \cos(-\theta) - y \sin(-\theta), -x \sin(-\theta) - y \cos(-\theta))$ . Then  $R(\theta)(M_3(R(-\theta)p)) = (\cos(\theta)(x \cos(-\theta) - y \sin(-\theta)) - \sin(\theta)(-x \sin(-\theta) - y \cos(-\theta)), \sin(\theta)(x \cos(-\theta) - y \sin(-\theta)) + \cos(\theta)(-x \sin(-\theta) - y \cos(-\theta)))$
- 3 .
  - (a) Let  $p = (x, y, 1)_h$  then  $M \cdot p = (2x, 2y, 1)_h$  this is a scale transformation.
  - (b) Let  $p = (x, y, 1)_h$  then  $M \cdot p = (2x, 2y, \frac{1}{2}) = (4x, 4y, 1)_h$  this is a scale transformation
  - (c) Let  $p = (x, y, 1)_h$  then  $M \cdot p = (x, y + 0.5x, 1)_h$  this is a shear transformation
  - (d) Let  $p = (x, y, 1)_h$  then  $M \cdot p = (x \cos(\theta) - y \sin(\theta), x \sin(\theta) + y \cos(\theta), 1)$  this is a rotation transformation
- (4)  $M = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}$ . Now we want to find the inverse of  $M$ .  $M$  is the rotation matrix that rotates counterclockwise by  $\theta$ . The applying the inverse to the rotation should lead to the initial state (identity matrix). This transformation is the rotation matrix that rotates clockwise by theta. so  $M^{-1} = \begin{bmatrix} \cos(\theta) & \sin(\theta) \\ -\sin(\theta) & \cos(\theta) \end{bmatrix}$