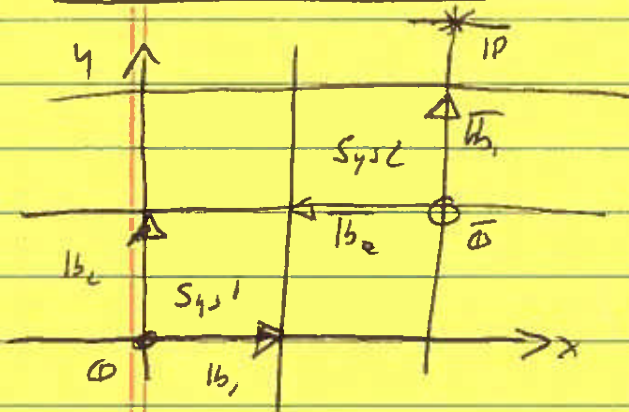


• COORD. SYS. TRANSFORM



$$IP_{Sys 1} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$

$$IP_{Sys 2} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$

$$Sys 1 \leftrightarrow Sys 2$$

① ROT Sys 1 by $\alpha = 90^\circ$

② THEN translate sys by $t = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$

$$\Rightarrow IP_{Sys 2} = ??$$

- RULE: "Apply ① & ② in reverse order with 'inverted' arguments:"

$$IP_{Sys 2} = Rot(-\alpha) \cdot Transl(-t) \cdot IP_{Sys 1}$$

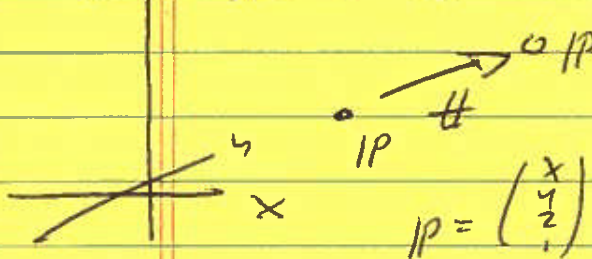
$$= \begin{pmatrix} \cos(-\alpha) & -\sin(-\alpha) & 0 \\ \sin(-\alpha) & \cos(-\alpha) & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & -3 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} \quad \checkmark$$

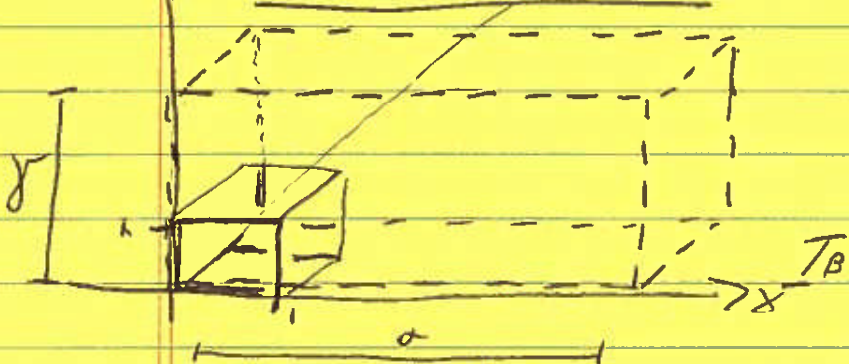
• 3D TRANSFORMS

1) Transl

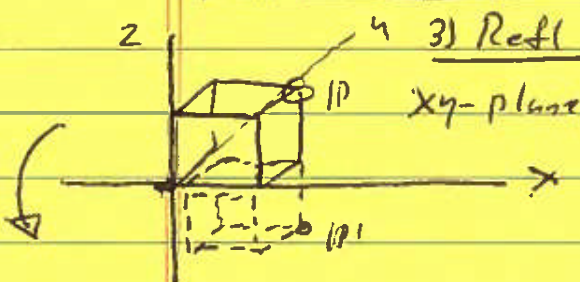


$$P' = \begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

2) Non-uniform Scale



$$\text{Scale}(\alpha, \beta, \gamma) = \begin{pmatrix} \alpha & 0 & 0 & 0 \\ 0 & \beta & 0 & 0 \\ 0 & 0 & \gamma & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



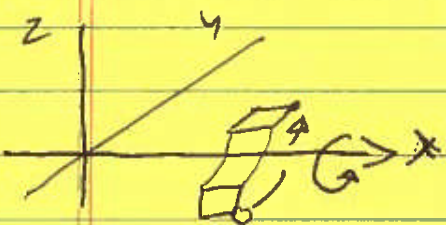
$$R_{\text{refl } XY} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

IMAGES OF BASIS VECTOR

$$R_{\text{refl } XZ} = \dots, R_{\text{refl } YZ} = \dots$$

4) Rotation

i) Rot X



$$Rot X(\alpha) =$$

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \alpha & -\sin \alpha & 0 \\ 0 & \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

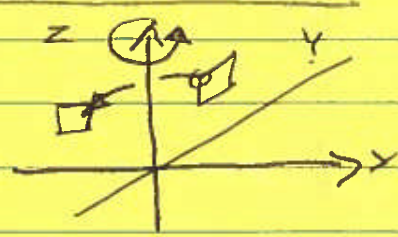
ii) Rot Y



$$Rot Y(\beta) =$$

$$\begin{pmatrix} \cos \beta & 0 & \sin \beta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin \beta & 0 & \cos \beta & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

iii) Rot Z



$$Rot Z(\gamma) =$$

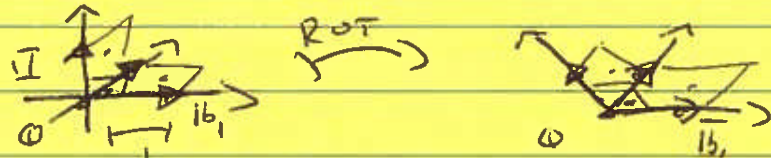
$$\begin{pmatrix} \cos \gamma & -\sin \gamma & 0 & 0 \\ \sin \gamma & \cos \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

• Remarks: i) ROT.- MATRIX: $\boxed{\det(Rot) = 1}$

ii) $Rot X(\alpha) \cdot Rot Y(\beta)$

$$\neq Rot Y(\beta) \cdot Rot X(\alpha)$$

iii) Rot. is ORTHONORMAL transformation:



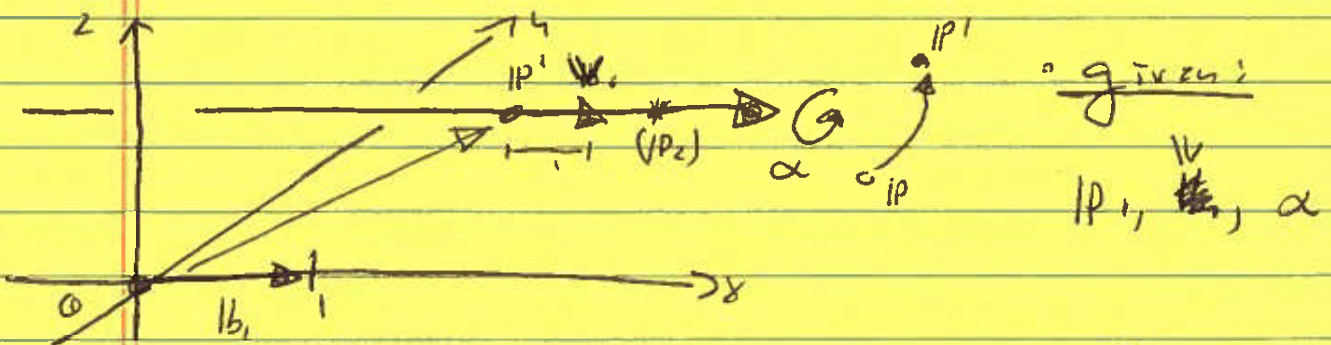
$$Rot = \begin{pmatrix} [\bar{b}_1] [\bar{b}_2] [\bar{b}_3] \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

mutually orthogonal:

$$\bar{b}_i \cdot \bar{b}_j = 0 \quad \wedge \quad \|\bar{b}_i\| = 1$$

• COMPLICATED TRANSFORMS - CONCATENATION

Ex. "Rot about axis parallel to ~~x~~-axis":



given:

$$IP_1, \alpha$$

$$\left. \begin{array}{l} \textcircled{1} \text{ Transl}(-IP_1) = M_1 \\ \textcircled{2} \text{ Rot X}(\alpha) = M_2 \\ \textcircled{3} \text{ Transl}(IP_1) = M_3 \end{array} \right\} M = M_3 M_2 M_1$$

$$\Rightarrow IP' = M IP$$

{ Similar: Rot about axis parallel to y- or z-axis }