



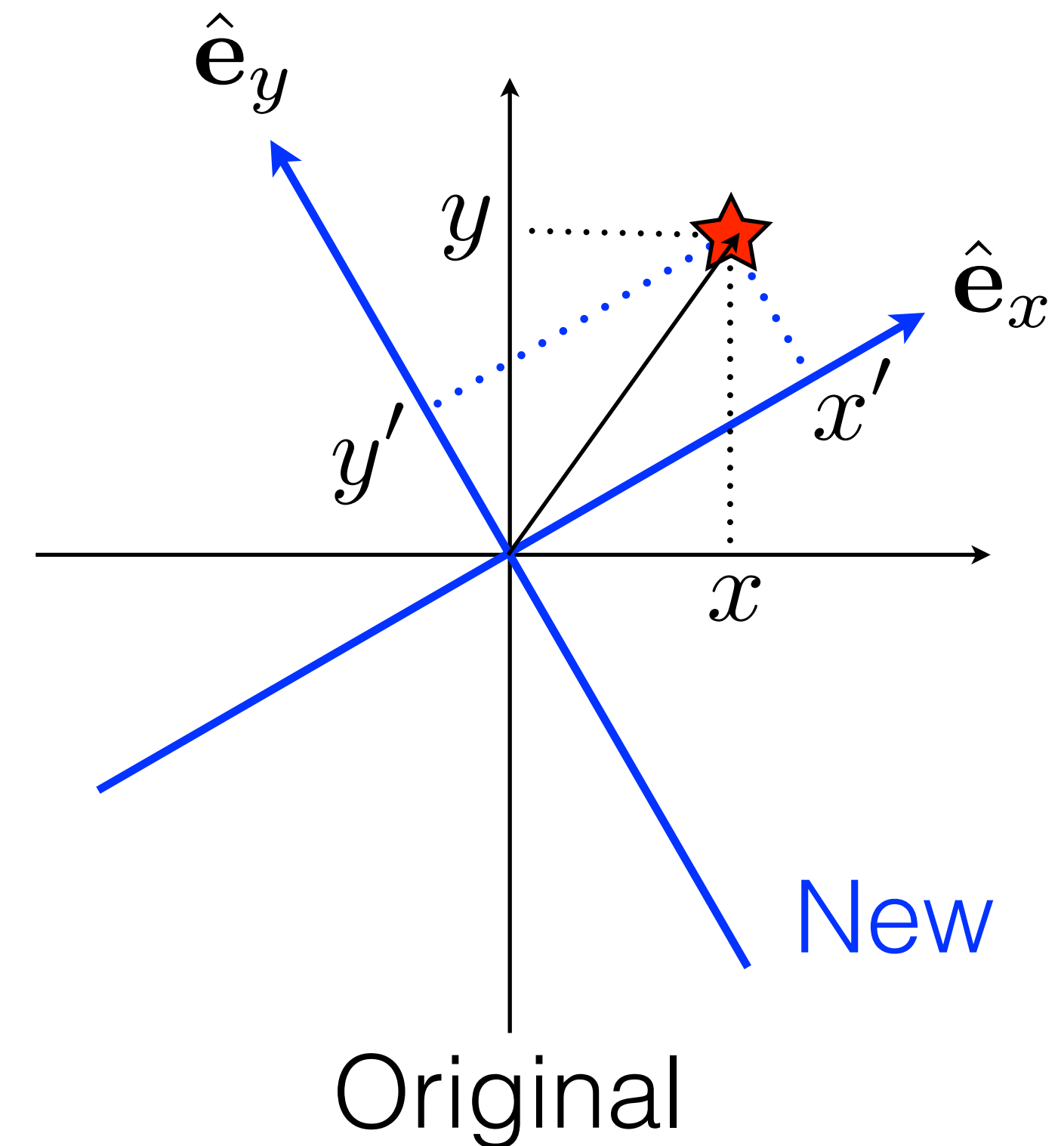
Linear Transformations

CS 355: Introduction to Graphics and Image Processing

Change of Coordinates

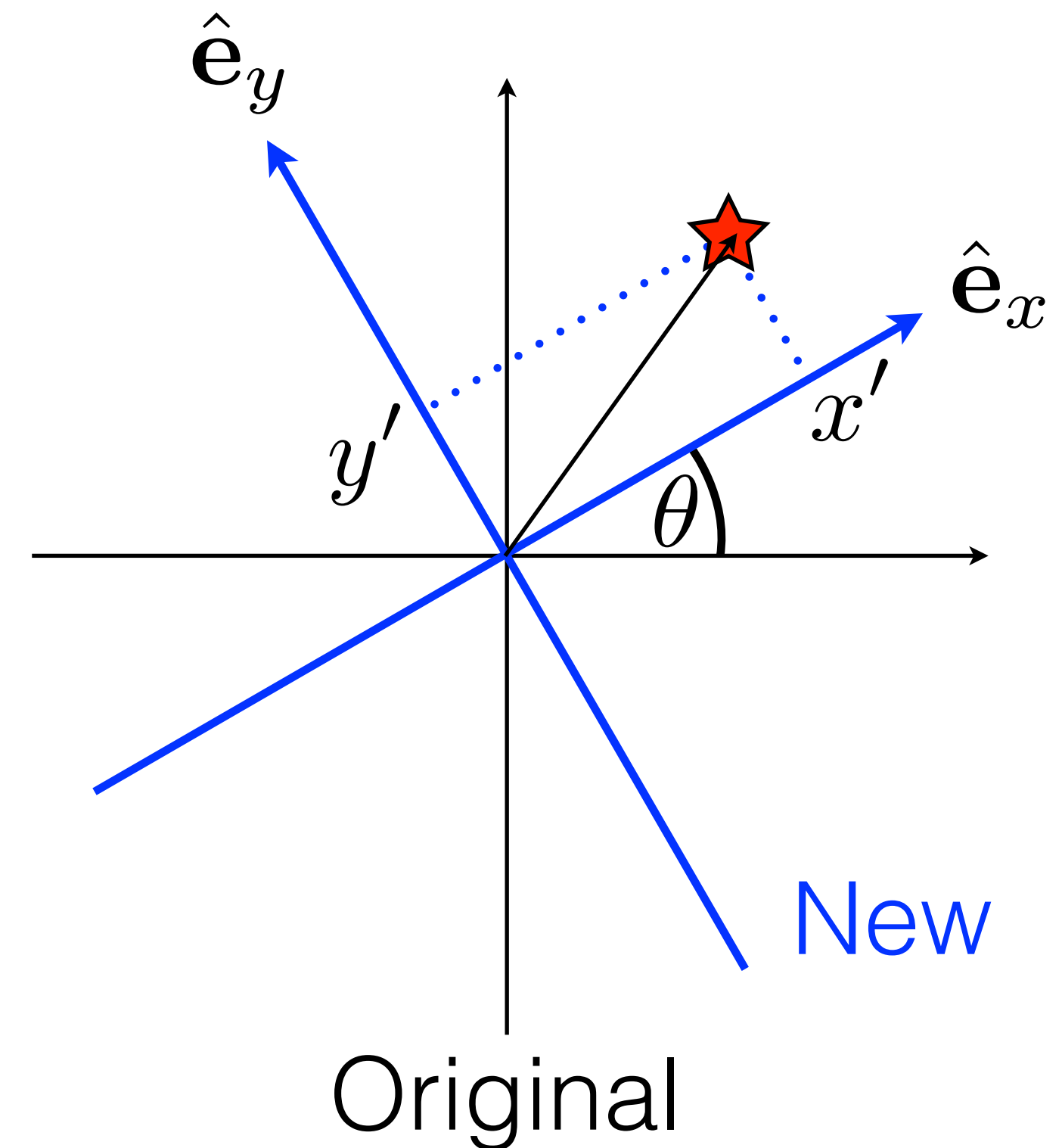
- To compute coordinates in the rotated system, just project to each of the new axis directions
- Use a matrix to do the dot products

$$\mathbf{p}' = \begin{bmatrix} e_{x1} & e_{x2} \\ e_{y1} & e_{y2} \end{bmatrix} \mathbf{p}$$



Rotation

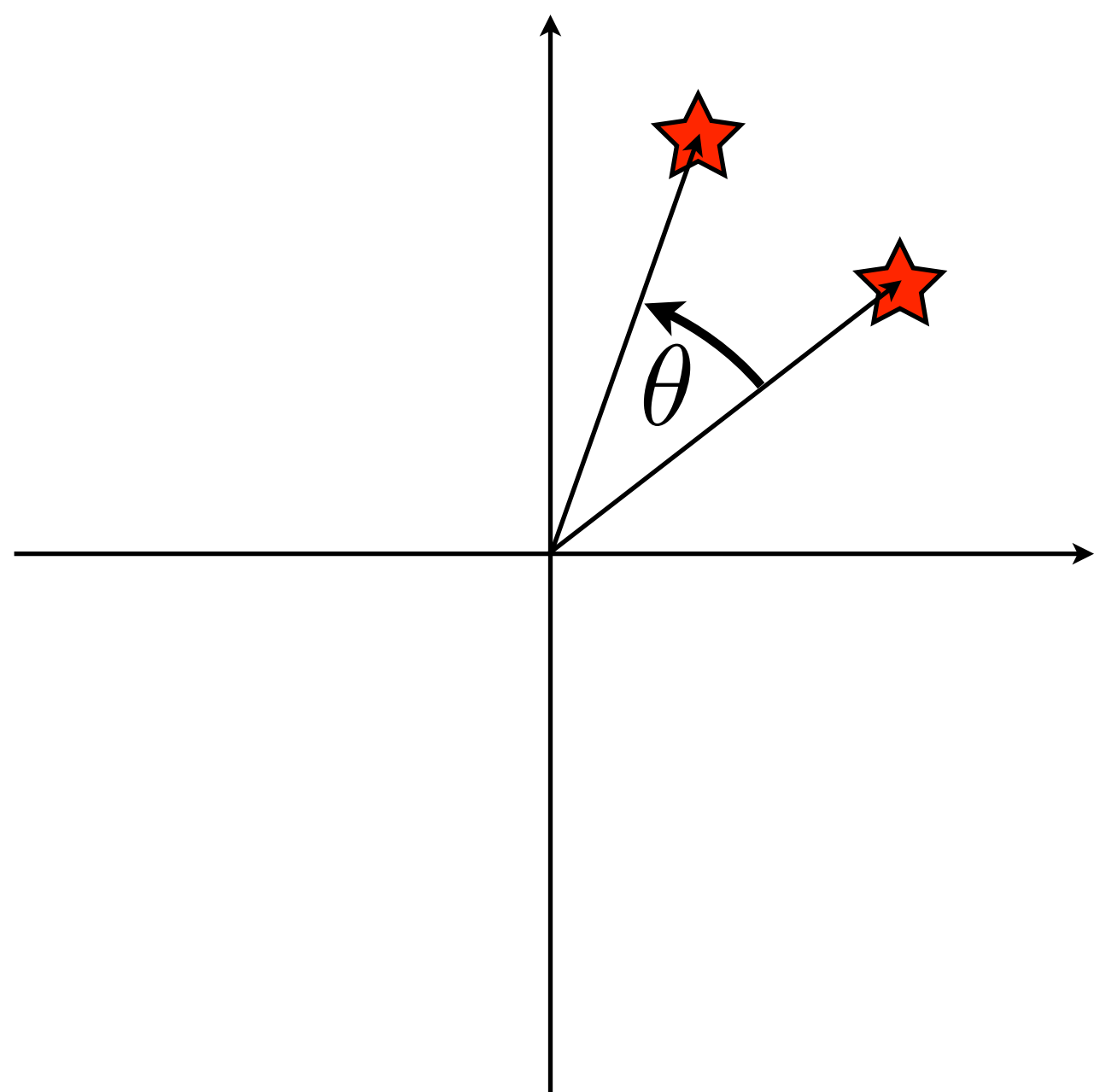
- Rotating the coordinate system one way rotates the point/object the other way
- From here on we'll talk in terms of rotating the point or object



Rotation

$$\mathbf{R}(\theta) = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$\mathbf{R}^{-1}(\theta) = \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix}$$

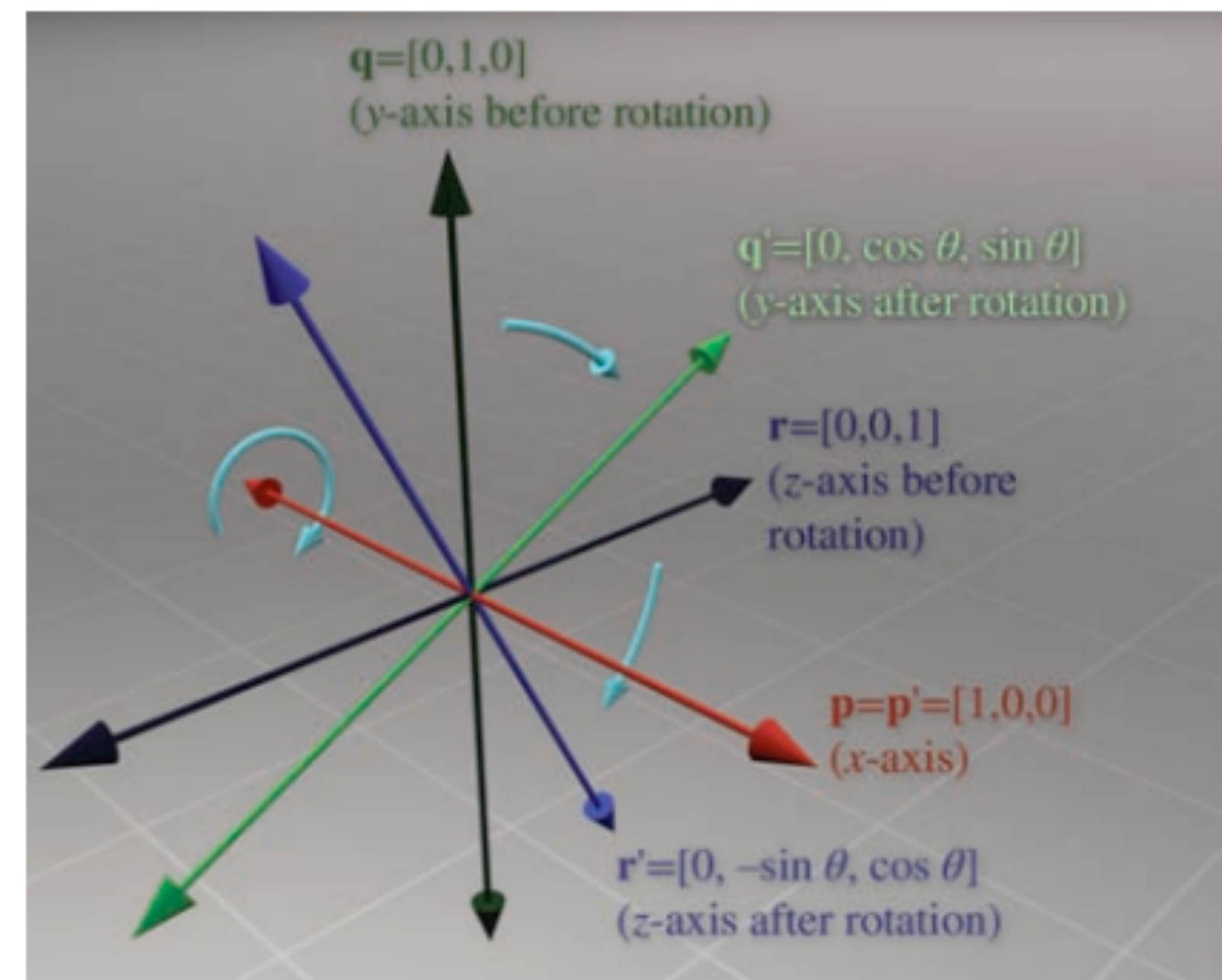


Rotation in 3D

$$\mathbf{R}_x(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix}$$

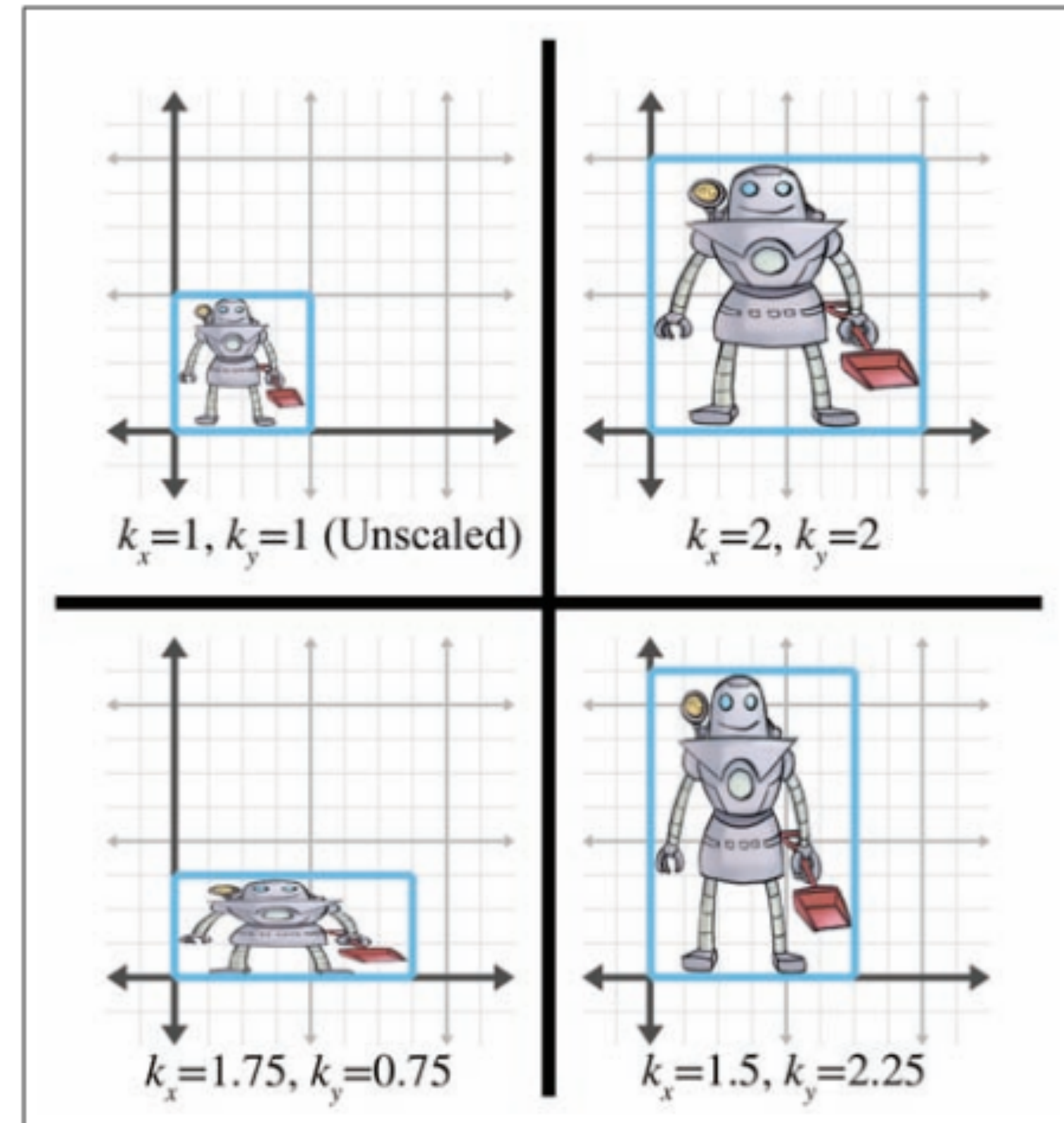
$$\mathbf{R}_y(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix}$$

$$\mathbf{R}_z(\theta) = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



Scaling

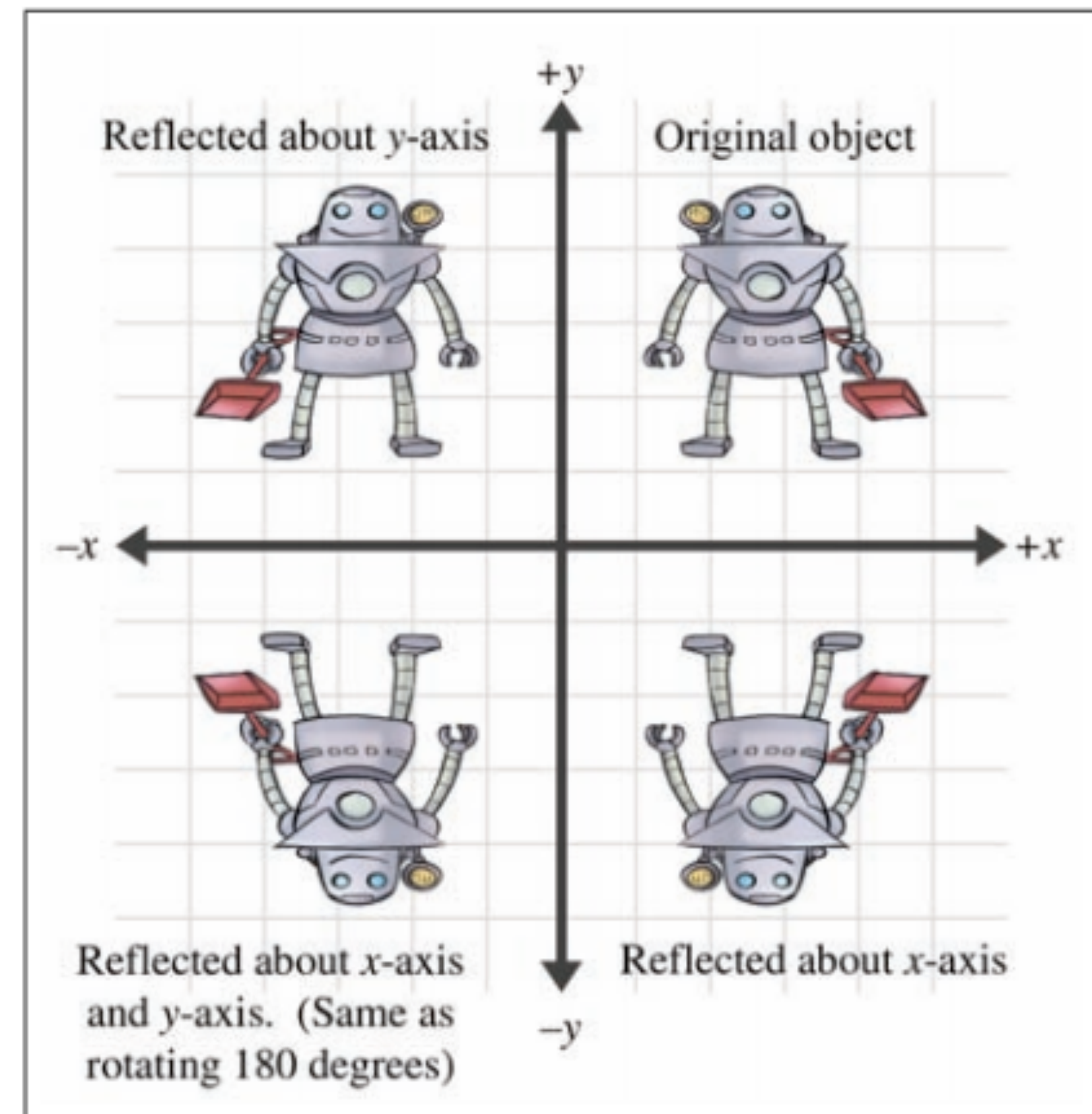
$$\begin{bmatrix} s & 0 \\ 0 & s \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} sx \\ sy \end{bmatrix}$$
$$\begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} s_x x \\ s_y y \end{bmatrix}$$



Reflection

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

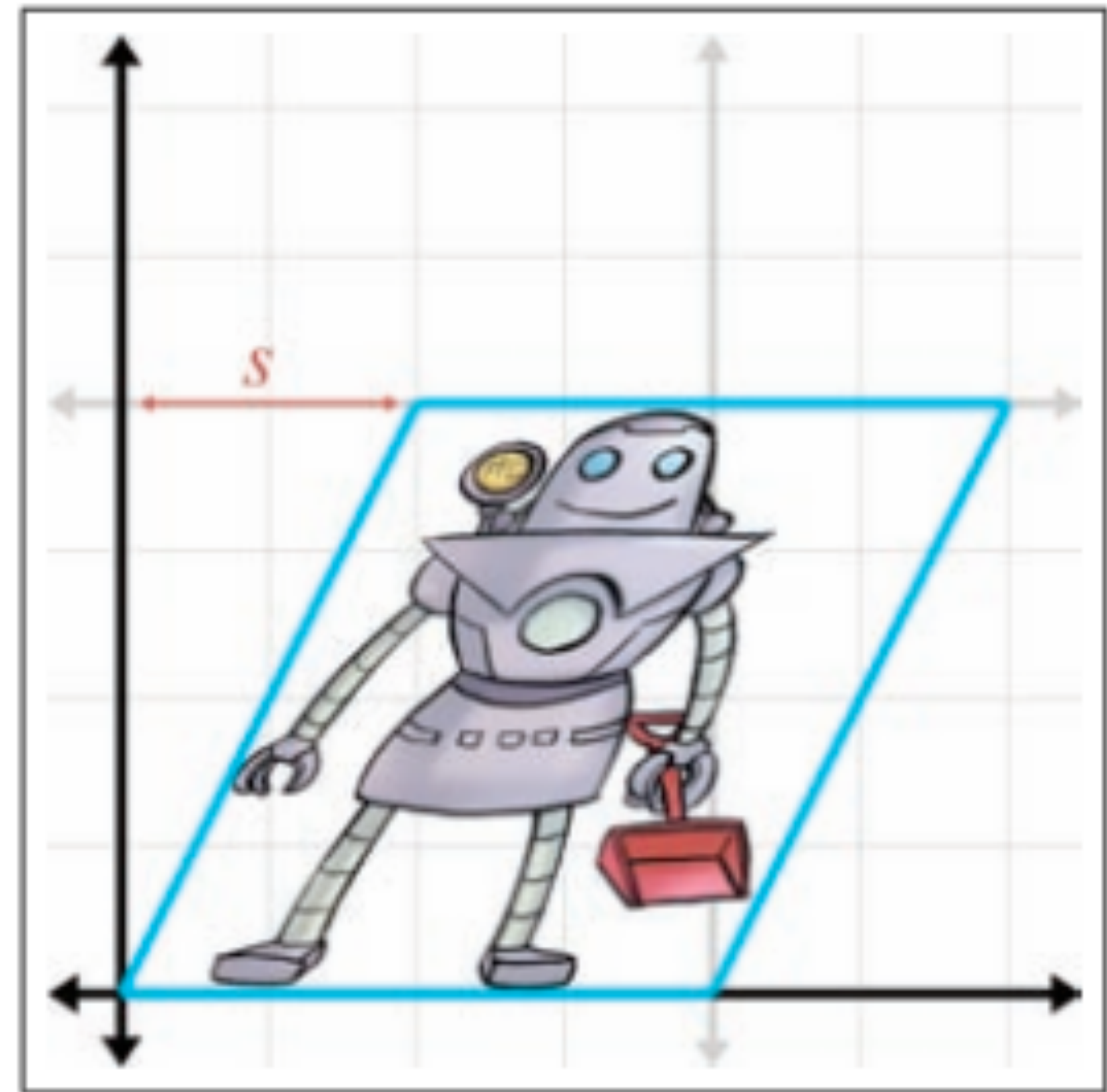
$$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ -y \end{bmatrix}$$



Shearing

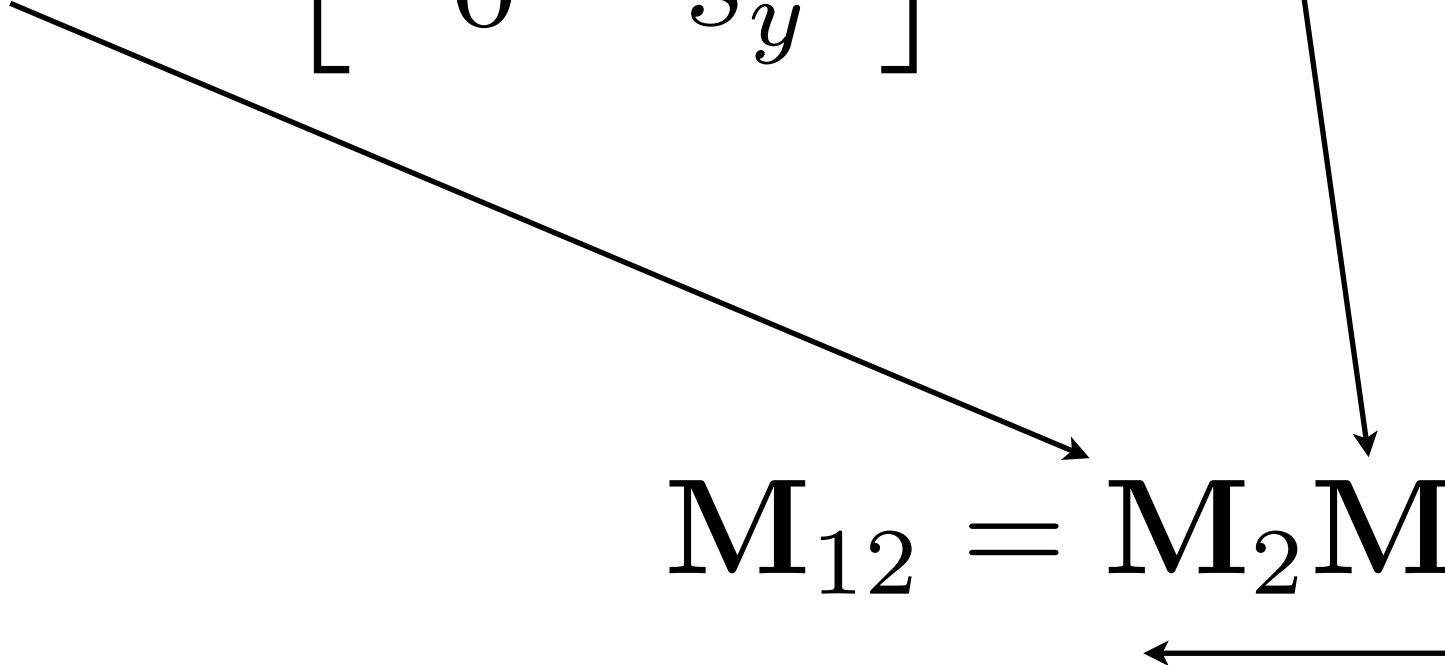
$$\begin{bmatrix} 1 & s \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x + sy \\ y \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 \\ s & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ sx + y \end{bmatrix}$$



Sometimes called a skew transform

Composition

$$\mathbf{M}_2 = \begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix} \quad \mathbf{M}_1 = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$\mathbf{M}_{12} = \mathbf{M}_2 \mathbf{M}_1$$

$$\mathbf{M}_{12} \mathbf{p} = (\mathbf{M}_2 \mathbf{M}_1) \mathbf{p} = \mathbf{M}_2 (\mathbf{M}_1 \mathbf{p})$$

But...

- Composition of transformations (matrix multiplication) is really useful
- But translation must be done as a separate operation
- *Can you include translation as a linear transformation?*

Homogeneous Coordinates

- Can include translation as a linear transformation using *homogeneous coordinates*
- Also useful for perspective (covered later)


$$\mathbf{p} = \begin{bmatrix} x \\ y \\ \color{red}1 \end{bmatrix}$$

Add additional “homogeneous” element



Homogeneous Matrices

- To make a matrix work with homogeneous coordinates, add an extra row and column
- To do nothing else, make these $[0 \ 0 \ 1]$

$$\begin{bmatrix} m_{11} & m_{12} \\ m_{21} & m_{22} \end{bmatrix}$$

$$\begin{bmatrix} m_{11} & m_{12} & 0 \\ m_{21} & m_{22} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Translation

$$\begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix}$$

(General note: for row vectors, transpose this)

Combining With Translation

Other operation

$$\begin{bmatrix} \boxed{m_{11} & m_{12}} & \boxed{t_x} \\ \boxed{m_{21} & m_{22}} & \boxed{t_y} \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} \boxed{m_{11}x + m_{12}y} & \boxed{+ t_x} \\ \boxed{m_{21}x + m_{22}y} & \boxed{+ t_y} \\ 1 & 1 \end{bmatrix}$$

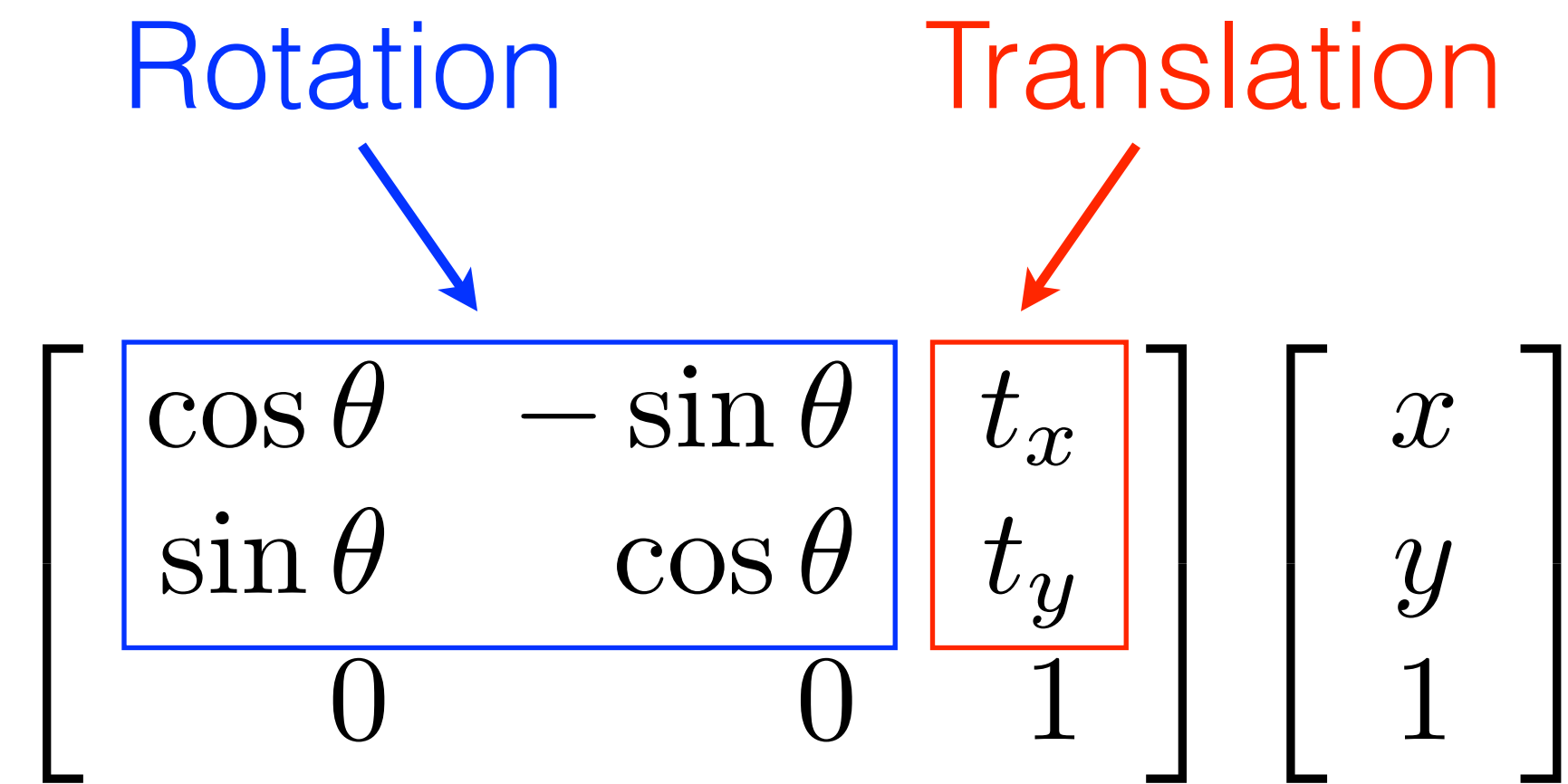
Translation

Always $[0 \dots 0 \ 1]$
(for now)

Other operation *then* translation

Rotation then Translation

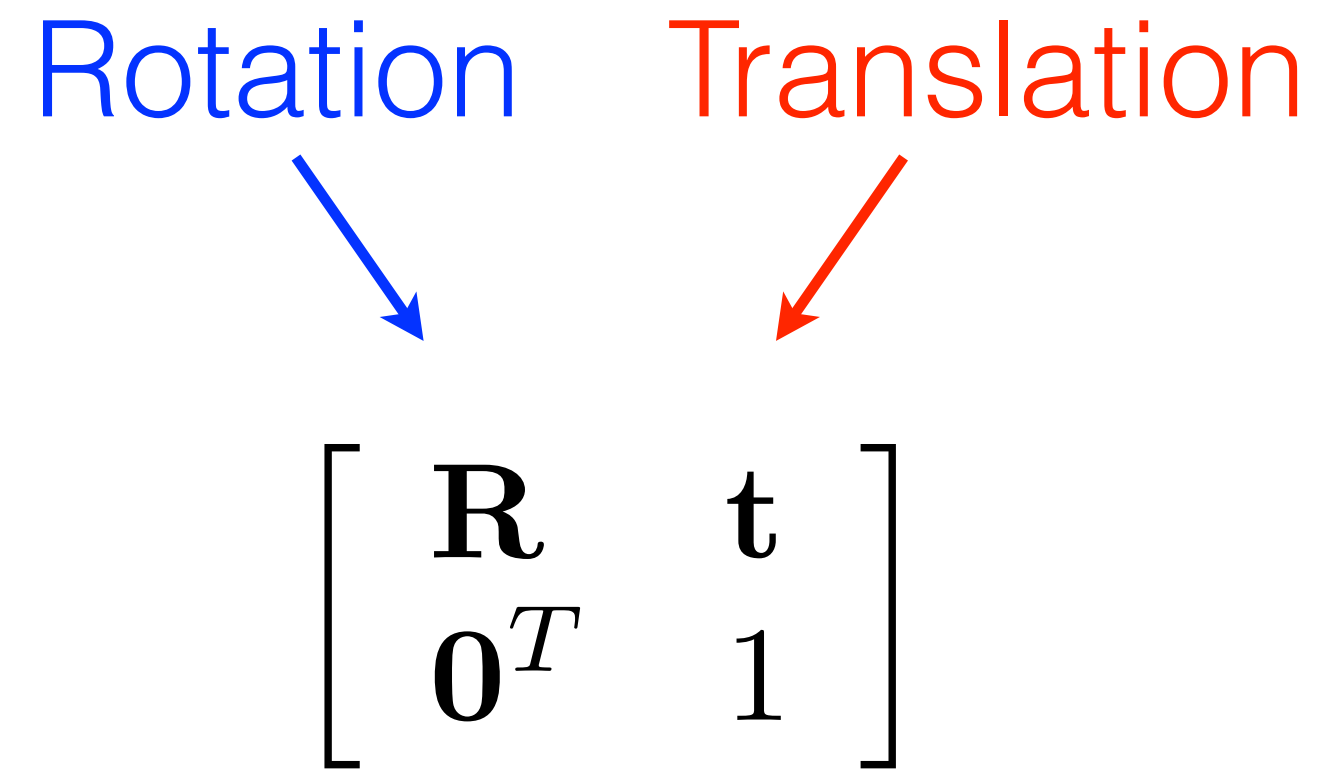
Rotation Translation


$$\begin{bmatrix} \cos \theta & -\sin \theta & t_x \\ \sin \theta & \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

$$p' = \mathbf{R}(\theta) \mathbf{p} + \mathbf{t}$$

Rotation then Translation

Rotation Translation


$$\begin{bmatrix} \mathbf{R} & \mathbf{t} \\ \mathbf{0}^T & 1 \end{bmatrix}$$

$$\mathbf{R} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \quad \mathbf{t} = \begin{bmatrix} t_x \\ t_y \end{bmatrix}$$

Points vs. Vectors

$$\mathbf{p} = \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

allows translation

$$\mathbf{v} = \begin{bmatrix} x \\ y \\ 0 \end{bmatrix}$$

ignores translation

Remember: points have a position and *can* be translated,
but vectors are only a displacement and *cannot* be translated

Classes of Transformations

- Euclidean / Rigid body (preserves lengths):
Rotation and translation

- Similarity (preserves angles):
Rotation, translation, scale

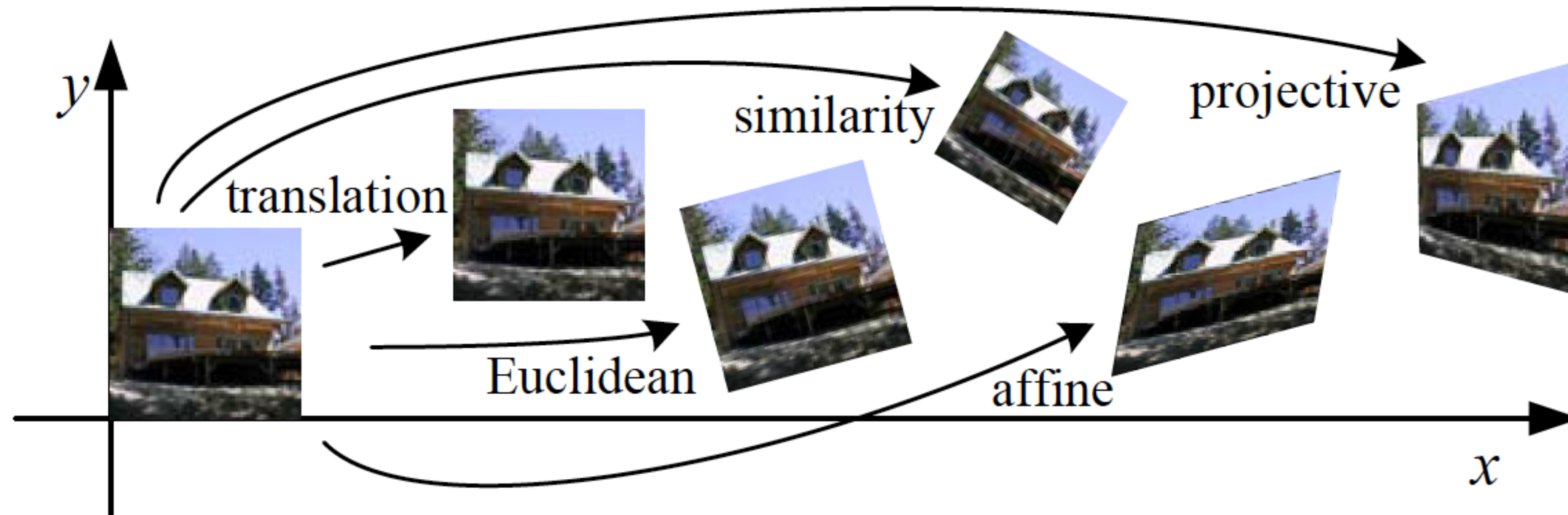
- Affine (preserves straight lines):
Arbitrary linear combinations

$$\begin{bmatrix} m_{11} & m_{12} & m_{13} \\ m_{21} & m_{22} & m_{23} \\ 0 & 0 & 1 \end{bmatrix}$$

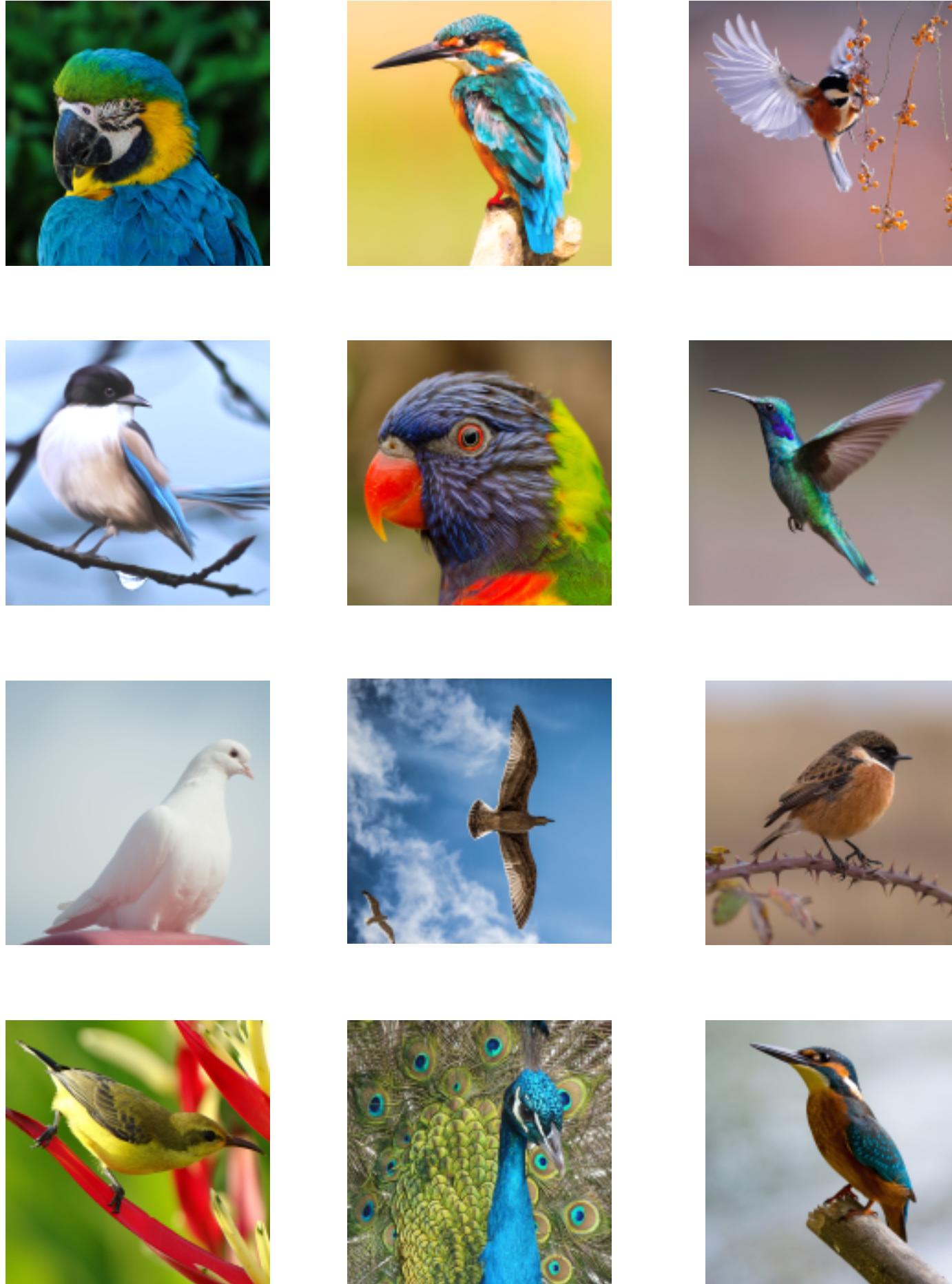
General form of an
affine transformation



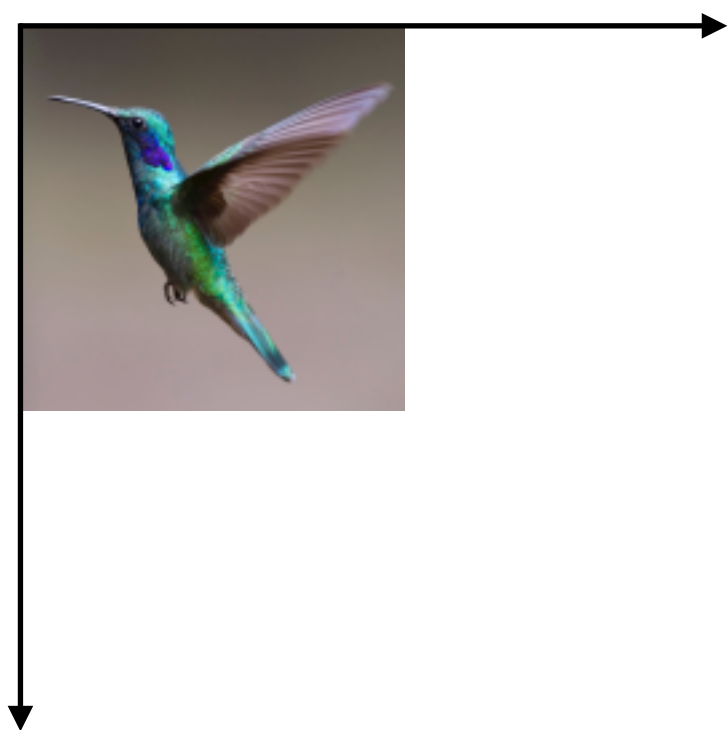
Classes of Transformations



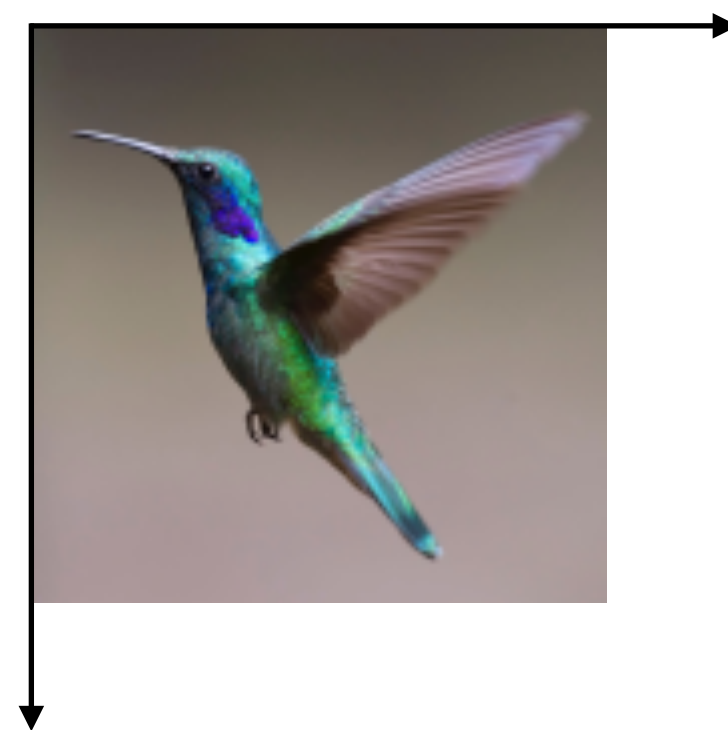
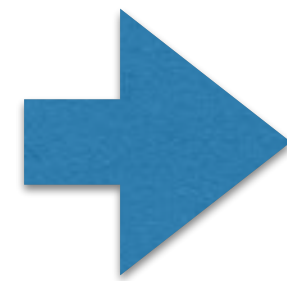
Lab 4



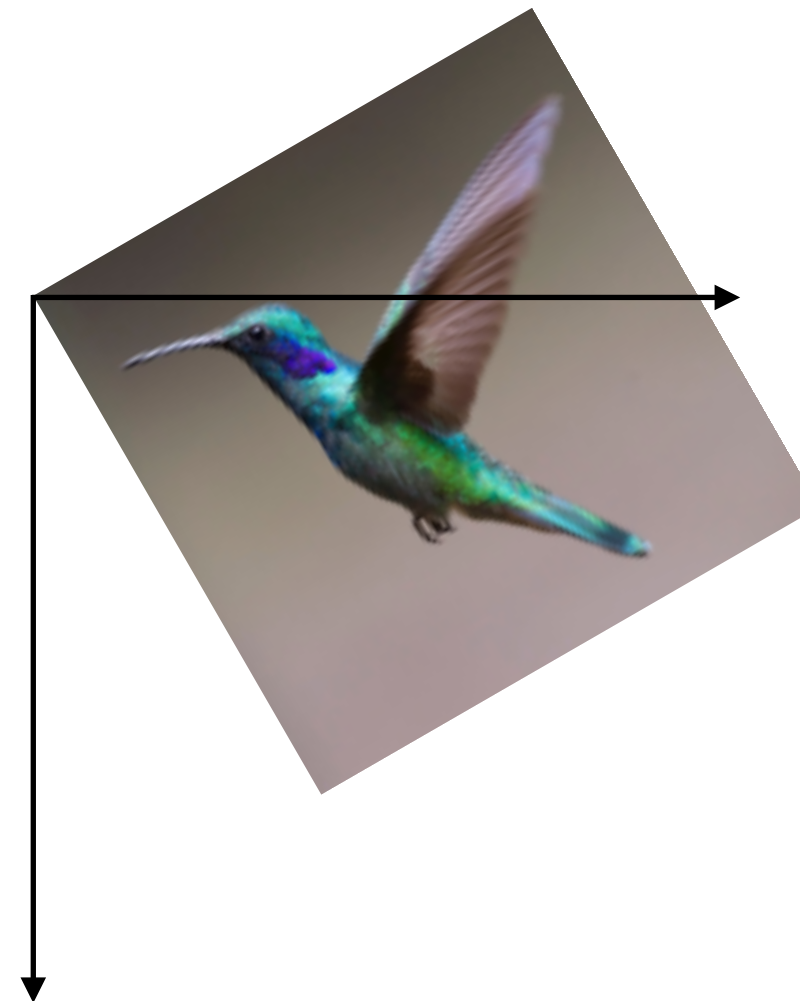
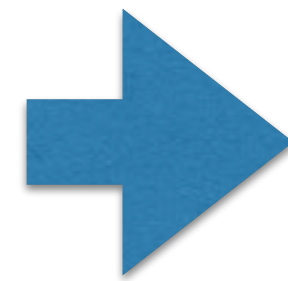
Lab 4



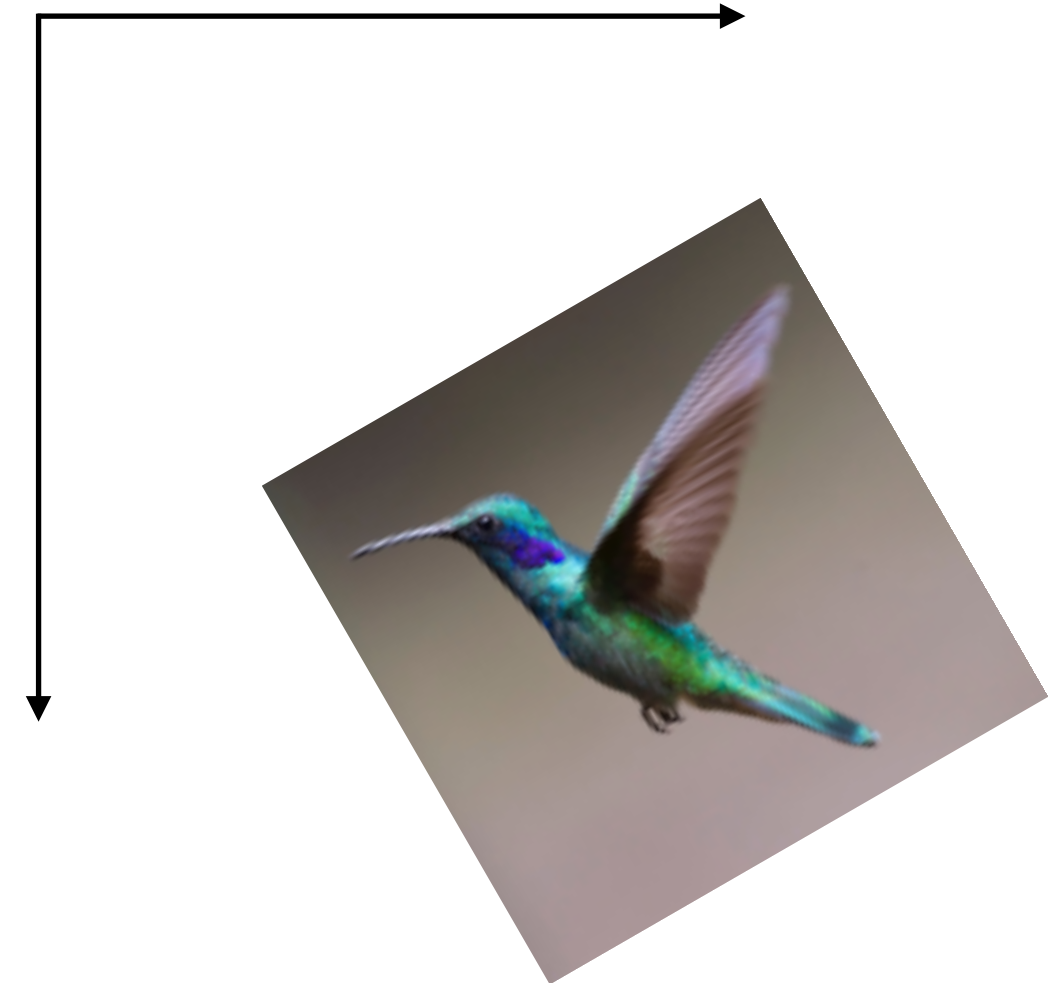
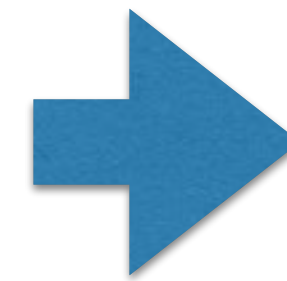
Original



Scale



Rotate



Translate

Coming up...

- A bit more on matrices as transformations, then...
- 3D Graphics!