

1 Simple affine transformations

1.1 Translate

by $\Delta(x, y)$

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

1.2 Rotate

about origin by θ

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

1.3 Scale

about origin by (w, h)

$$\begin{bmatrix} w & 0 & 0 \\ 0 & h & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

2 Complex affine transformations

2.1 Rotate

about $p(x, y)$ by θ

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

2.2 Scale

about $p(x, y)$ by (w, h)

$$\begin{bmatrix} 1 & 0 & px \\ 0 & 1 & py \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} w & 0 & 0 \\ 0 & h & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -px \\ 0 & 1 & -py \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$