

5. Consider the following transformation of a coordinate frame (CF):
 “Translate 3 along X, then Rotate 45° about Z,”

(a) Find the transformation matrix for the above transformation.

- Translation: $(x,y,z) = (3, 0, 0)$
- Rotation[about Z-axis] = 45deg.
- 1. First, we are translating along X.
- 2. Second, we are rotating about Z 45 deg.
- Note: Every transformation is a transformation of the ORIGIN of the frame with respect to the current position and orientation of the frame after each subsequent transformation.
- 3. Use:

Translation followed by rotation of a frame can be achieved by:

$$\mathbf{T} = \mathbf{Trans} \cdot \mathbf{Rot} \text{ (note the order is reversed from the previous slide)}$$

- This is from the slides.
- 4. For the Trans(x,y,z), use:

Homogeneous Transformation

- Translation by (a, b, c):

$$\text{Trans}(a,b,c) = \begin{bmatrix} 1 & 0 & 0 & a \\ 0 & 1 & 0 & b \\ 0 & 0 & 1 & c \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$V' = \begin{bmatrix} 1 & 0 & 0 & a \\ 0 & 1 & 0 & b \\ 0 & 0 & 1 & c \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} x+a \\ y+b \\ z+c \\ 1 \end{bmatrix}$$

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○ Trans(3, 0, 0) =

	1	0	0	3	
	0	1	0	0	
	0	0	1	0	
	0	0	0	1 (w = dummy coord.)	

*I wrote this one out to make writing the matrix look easier ____Demetrius Johnson

5. For rotation, use:

$$\text{Rot}(z, \theta) = \begin{bmatrix} \cos \theta & -\sin \theta & 0 & 0 \\ \sin \theta & \cos \theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

- Rot(z, 45deg.)=

$$\begin{bmatrix} \cos(45) & -\sin(45) & 0 & 0 \\ \sin(45) & \cos(45) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \text{ (w = dummy coord.)} \end{bmatrix}$$

6. Now, for executing a series of homogenous transformations of a Coordinate Frame (CF), we use this formula in order to find the total Transformation:

- $T = \text{Trans.} * \text{Rot.}$, which is:

$$\begin{array}{c} \text{TRANS.} \\ \begin{bmatrix} 1 & 0 & 0 & 3 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \end{array} \quad \text{X} \quad \begin{array}{c} \text{ROT.} \\ \begin{bmatrix} \cos(45) & -\sin(45) & 0 & 0 \\ \sin(45) & \cos(45) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \end{array}$$

$$\mathbf{T} = \begin{bmatrix} \cos(45) & -\sin(45) & 0 & 3 \\ \sin(45) & \cos(45) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

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(b) Identify the position of the origin of the new frame after the transformation with respect to the original coordinate frame:

- Last column of T represents the origin of the new frame with respect to the old frame:
- Thus solution is: $P_{new} = (3, 0, 0)$.

(c) Find the old frame coordinate of (1,1,1) in the new frame:

- USE: [coordinates of a fixed point wrt old CF] = $\mathbf{T} \cdot$ [coord. of the same point wrt new CF].
- Coord. wrt Old Frame = (1,1,1)
- Coord. wrt New Frame = (?, ?, ?)

1. $(1,1,1) = \mathbf{T} \cdot [\text{coord. of the same point wrt new CF}]$

2. $[\text{coord. of the same point wrt new CF}] = (1,1,1,w) / \mathbf{T}$

3. $[\text{coord. of the same point wrt new CF}] = \mathbf{T}^{-1} * (1,1,1,w)$

4. Use:

- Inverse Transformation (which undoes the transformation)

Given

the inverse transformation is given,

$$\mathbf{T} = \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad \mathbf{T}^{-1} = \begin{bmatrix} n_x & n_y & n_z & -\mathbf{p} \cdot \mathbf{n} \\ o_x & o_y & o_z & -\mathbf{p} \cdot \mathbf{o} \\ a_x & a_y & a_z & -\mathbf{p} \cdot \mathbf{a} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

where $\mathbf{p} \cdot \mathbf{n} = p_x n_x + p_y n_y + p_z n_z$, $\mathbf{p} \cdot \mathbf{o} = p_x o_x + p_y o_y + p_z o_z$,

C. Lee and $\mathbf{p} \cdot \mathbf{a} = p_x a_x + p_y a_y + p_z a_z$.

In order to solve for \mathbf{T}^{-1} .

$$\mathbf{T} = \begin{bmatrix} \cos(45) & -\sin(45) & 0 & 3 \\ \sin(45) & \cos(45) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

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$$T^{-1} = \begin{bmatrix} \cos(45) & \sin(45) & 0 & -2.12 \\ -\sin(45) & \cos(45) & 0 & 2.12 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

*note for Inverse Transformation, the last column represents the coordinates of the Old Frame WRT the New Frame.

*for the non-inverse (T), then the last column represents the coordinates of the New Frame WRT the Old Frame.

5. Now we can do $T^{-1} * (1,1,1,w)$:

$$\begin{bmatrix} \cos(45) & \sin(45) & 0 & -2.12 \\ -\sin(45) & \cos(45) & 0 & 2.12 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \mathbf{X} \begin{bmatrix} 1 \\ 1 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1.41 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

Solution: (1,1,1) in old frame = (1.41, 0, 1) in new frame.

(d) Find the inverse matrix for the transformation:

We already calculated this in the previous step:

$$T^{-1} = \begin{bmatrix} \cos(45) & \sin(45) & 0 & -2.12 \\ -\sin(45) & \cos(45) & 0 & 2.12 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$