Rotate Image With Respect To Corner

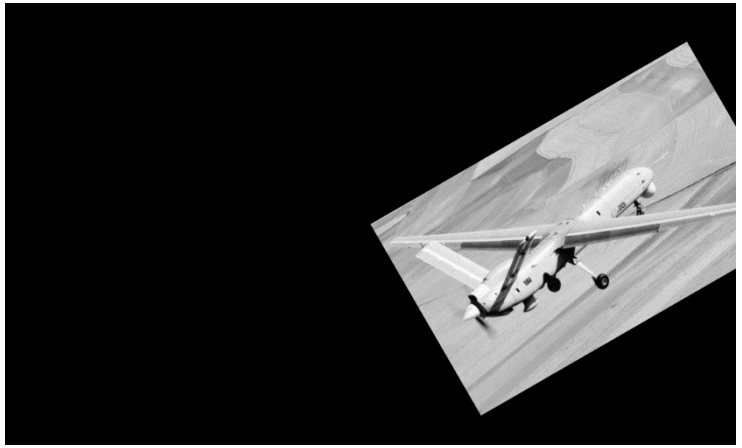
Translate Image
Corner To Midpoint

$$M = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \end{bmatrix}$$

Rotate Image With Respect To Corner

Rotate Image

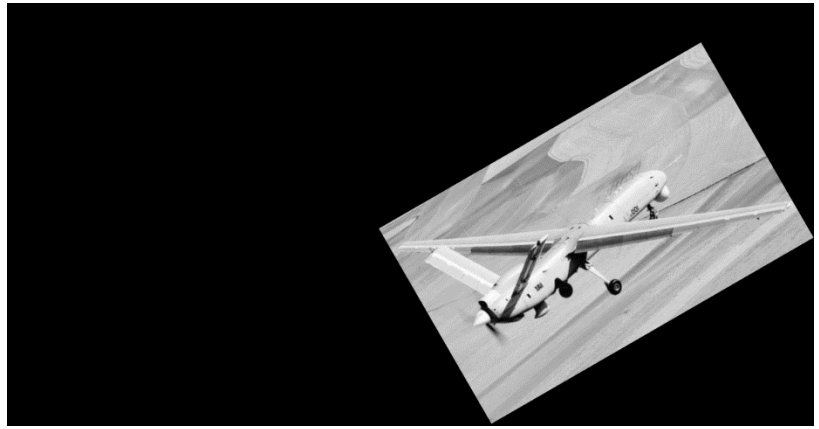
$$M = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$



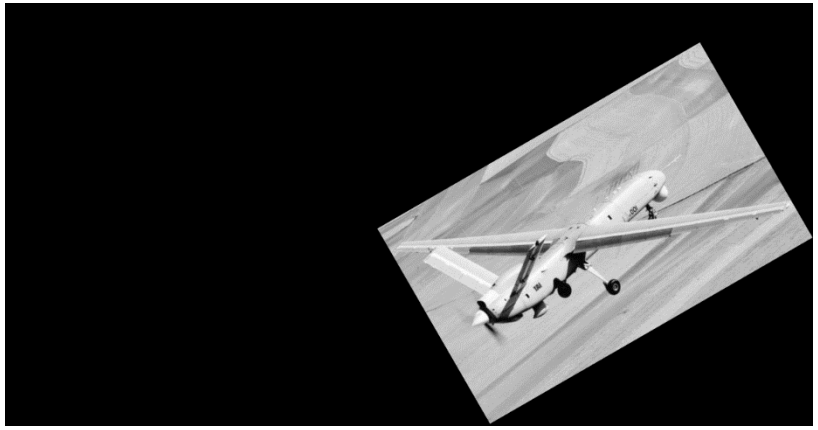
Rotate Image With Respect To Corner

Rotate Image

$$M = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$

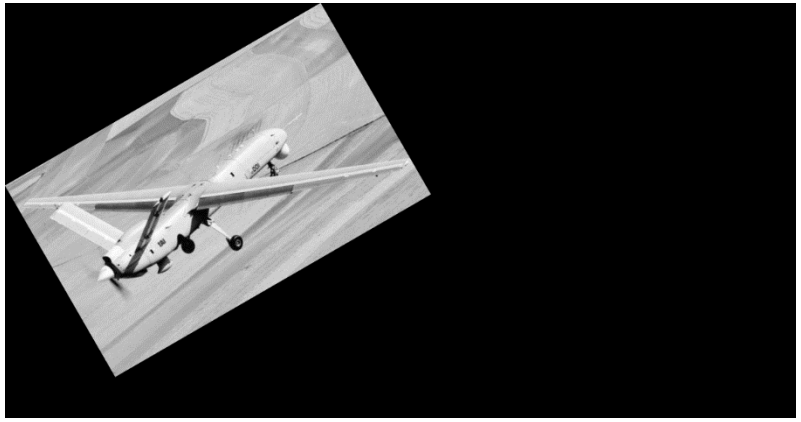


Rotate Image With Respect To Corner

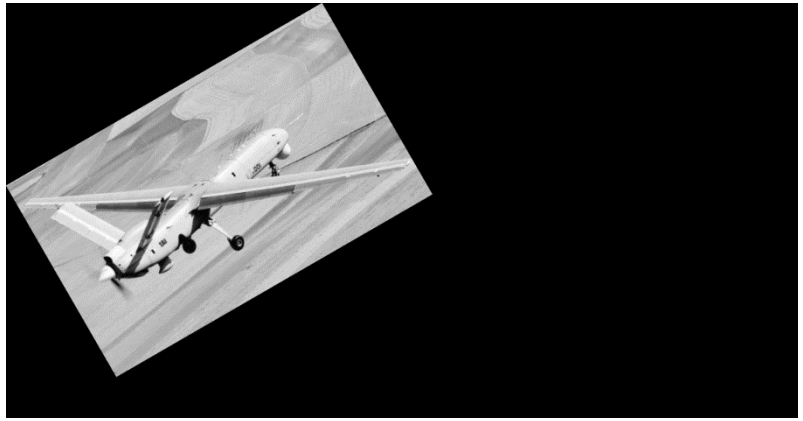


Translate Image Back

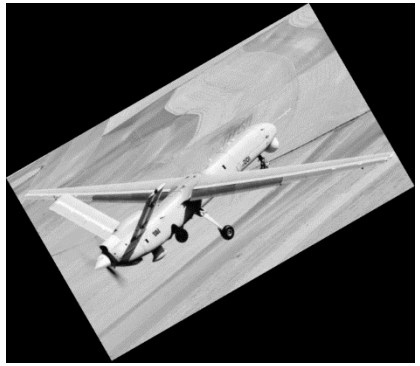
$$M = \begin{bmatrix} 1 & 0 & -t_x \\ 0 & 1 & -t_y \end{bmatrix}$$



Rotate Image With Respect To Corner

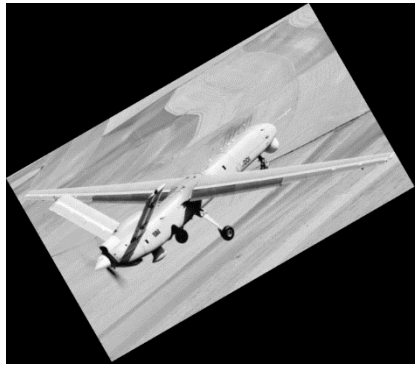


Crop Image



Rotate Image With Respect To Corner

Rotated w.r.t. corner



Compare Images

Rotated w.r.t. center