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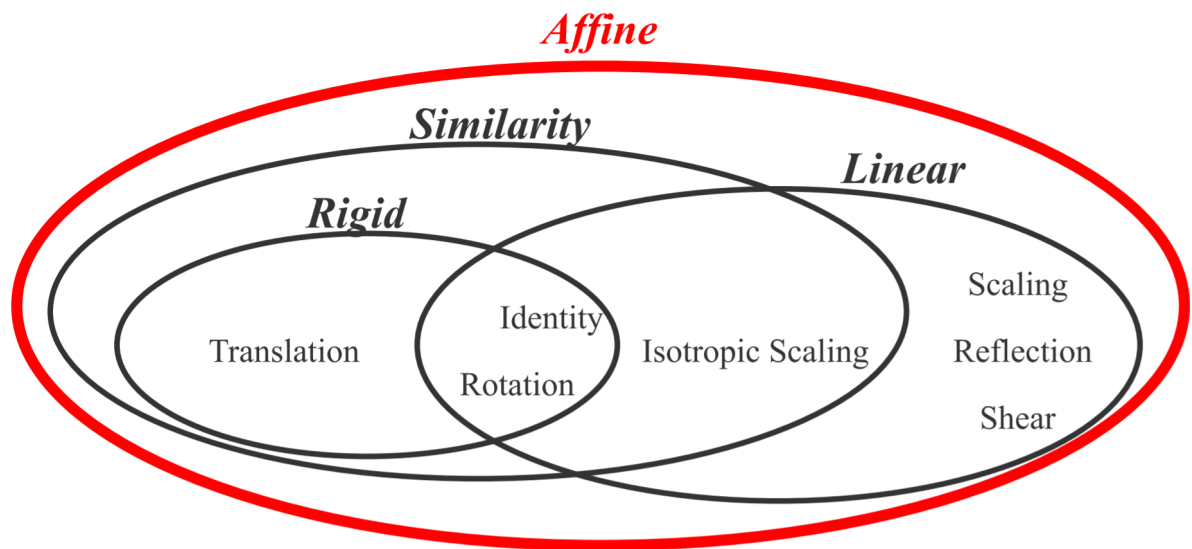
ECG important stuff

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Transformation classes

DirectX 10 class hardware pipeline

Transformation classes



transformation

Rigid/Euclidean	preserve distances preserve angles
Similarity	preserve angles
Linear	$L(p + q) = L(p) + L(q)$ $L(ap) = aL(p)$ $L(0) = 0$
Affine	preserve parallel lines

DirectX 10 class hardware pipeline

