



CMPE360

Project 2

Transformations

Section 02

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## GetTransform

- GetTransform uses *positionX, positionY, rotation and scale* with initializing 3x3 matrix that is called *transformMatrix[]*.
- Calculates the rotation in radians by converting the rotation parameter from degrees to radians.
- Applies scaling by *transformMatrix[0]* and *transformMatrix[4]*.
- Applies translation by *transformMatrix[2]* and *transformMatrix[5]*.
- Return results in *resultMatrix[]* by multiplying rotation and transform

```
function ApplyTransform(trans1, trans2) {  
    const resultMatrix = [];  
    for (let i = 0; i < 3; i++) {  
        for (let j = 0; j < 3; j++) {  
            let sum = 0;  
            for (let k = 0; k < 3; k++) {  
                sum += trans1[i * 3 + k] * trans2[k * 3 + j];  
            }  
            resultMatrix.push(sum);  
        }  
    }  
    return resultMatrix;  
}
```

## ApplyTransform

- Combines two transformation matrices.
- Loops performs matrix mult. between trans1 and trans2.
- Return results in *resultMatrix[]* by multiplying trans1 and trans2.