

Rigid Transformation Notes

TRANSLATIONS: Just sliding left or right and/or up and down

- X- move left
- X+ move right
- Y- move down
- Y+ move up

REFLECTIONS:

- Reflect across the X (axis), the X (coordinate) stays the same, and the other number changes sign.
- Reflect across the Y (axis), the Y (coordinate) stays the same, and the other number changes sign

ROTATIONS: C.C. is my "X" cause she/he caught my swapping digits, but I will just keep on rolling ClockwiseY

- 180 Rotation – you keep the numbers in the same order, but you have to change the signs on both numbers
- 90 Rotation Clockwise(y) – Swap the numbers and change the sign on the new Y
- 90 Rotation Counterclockwise – Swap the numbers and change the sign on the new X
 - *270 Rotation is a 90 in the opposite direction
 - Ex. 270 Clockwise is a 90 Counter Clockwise