University of British Columbia
CPSC 314 Computer Graphics
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Transformations

http://www.ugrad.cs.ubc.ca/~cs314/Vjan2016

Readings for Transformations 1-5

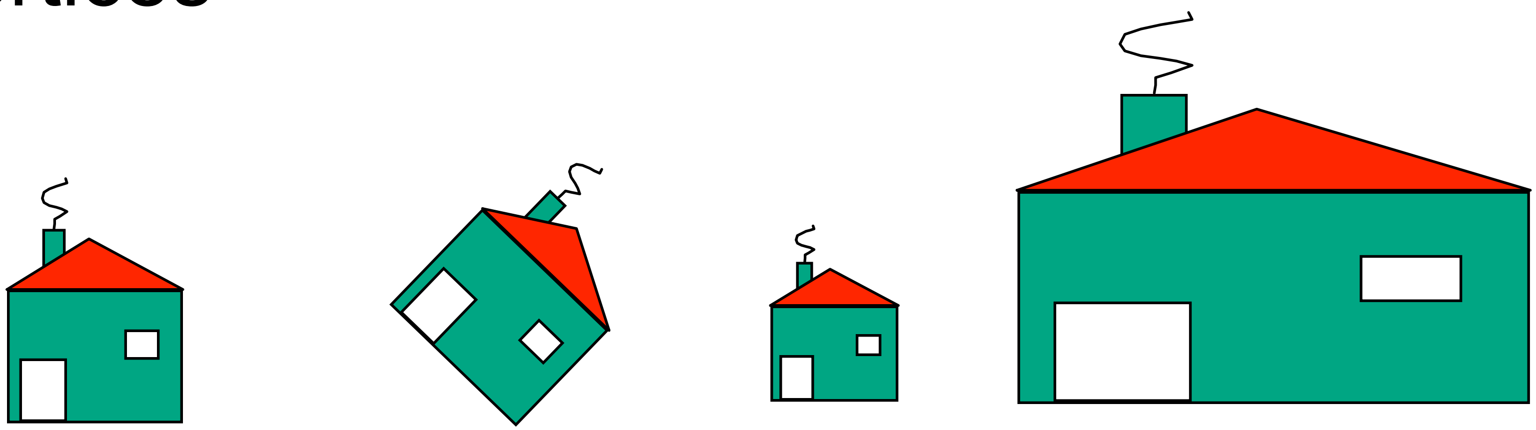
- Shirley/Marschner
  - Ch 6: Transformation Matrices
    - *except* 6.1.6, 6.3.1
  - Sect 12.2 Scene Graphs

- Gortler
  - Ch 2: Linear, Sec 2.5-2.6
  - Ch 3: Affine
  - Ch 4: Respect
  - Ch 5: Frames in Graphics, 5.3-5.4

2D Transformations

Transformations

- transforming an object = transforming all its points
- transforming a polygon = transforming its vertices



Matrix Representation

- represent 2D transformation with matrix
  - multiply matrix by column vector $\Longleftrightarrow$ apply transformation to point

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$$x' = ax + by$$
$$y' = cx + dy$$

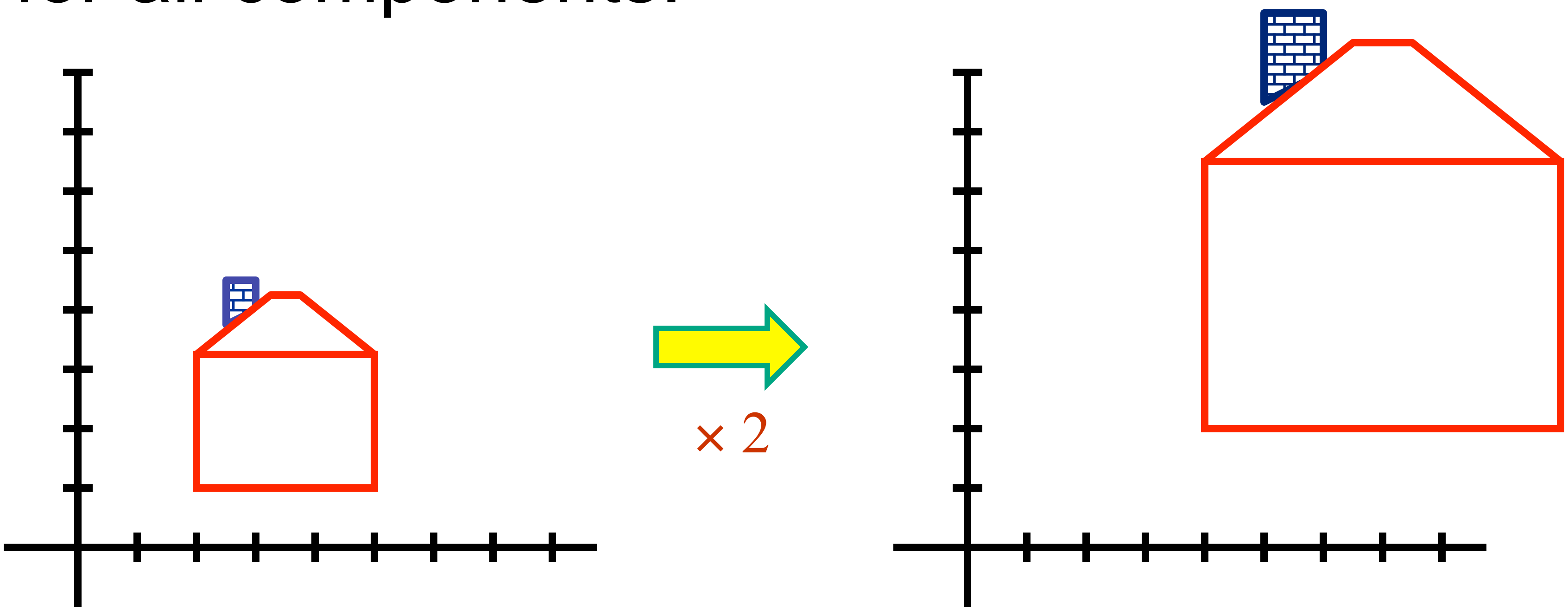
- transformations combined by multiplication

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} d & e \\ f & g \end{bmatrix} \begin{bmatrix} h & i \\ j & k \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

  - matrices are efficient, convenient way to represent sequence of transformations!

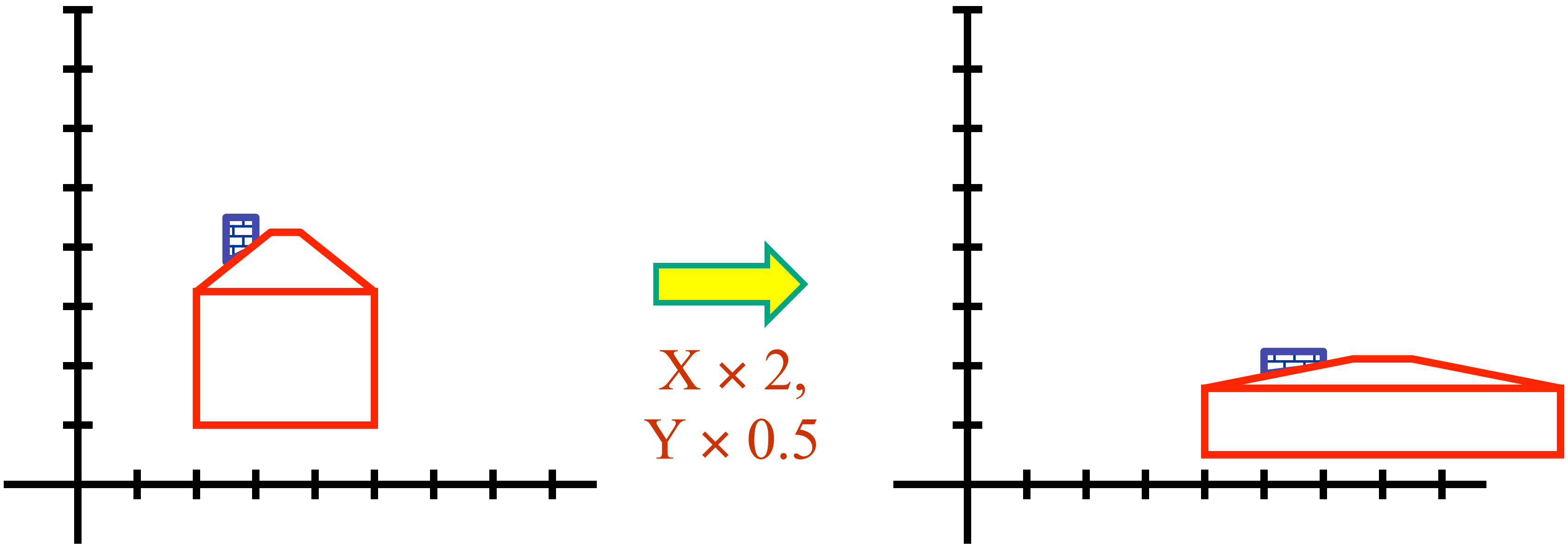
Scaling

- scaling a coordinate means multiplying each of its components by a scalar
- uniform scaling means this scalar is the same for all components:



Scaling

- non-uniform scaling: different scalars per component:



- how can we represent this in matrix form?

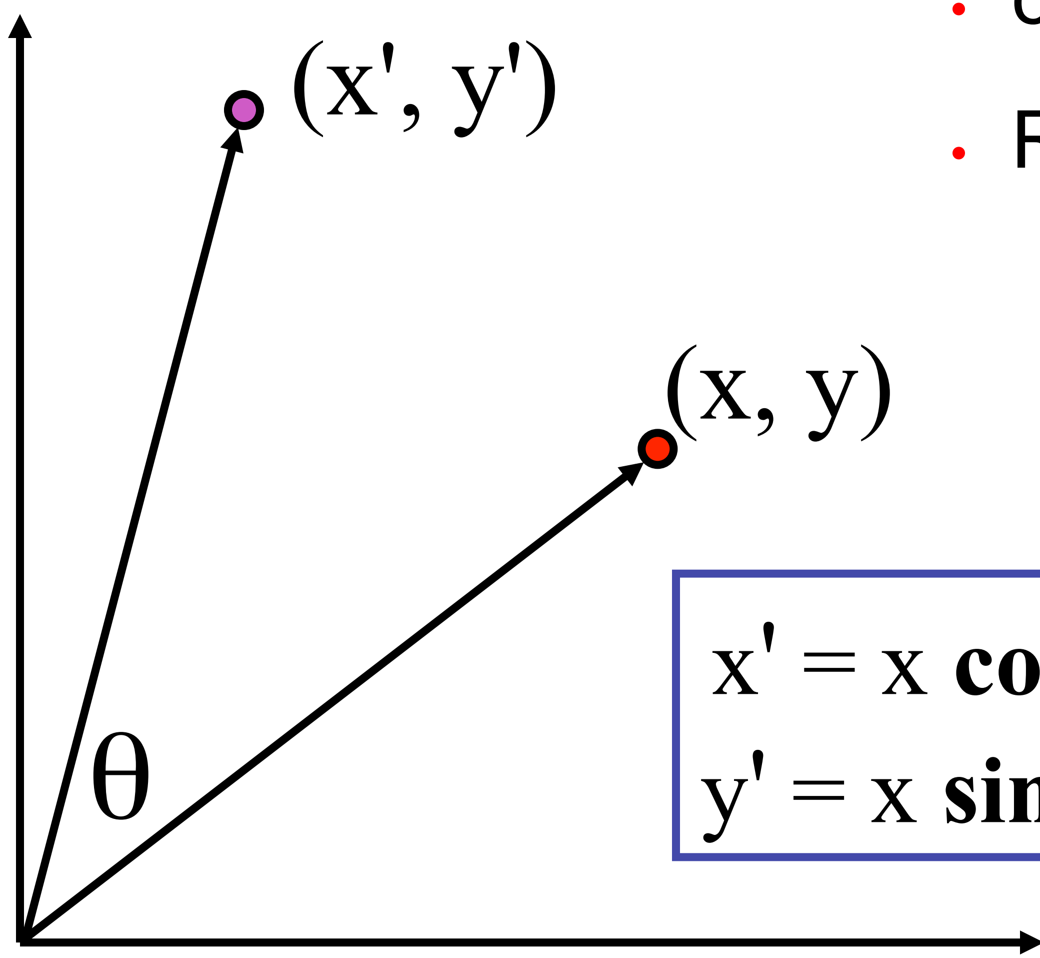
Scaling

- scaling operation: $\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} ax \\ by \end{bmatrix}$

- or, in matrix form: $\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}}_{\textit{scaling matrix}} \begin{bmatrix} x \\ y \end{bmatrix}$

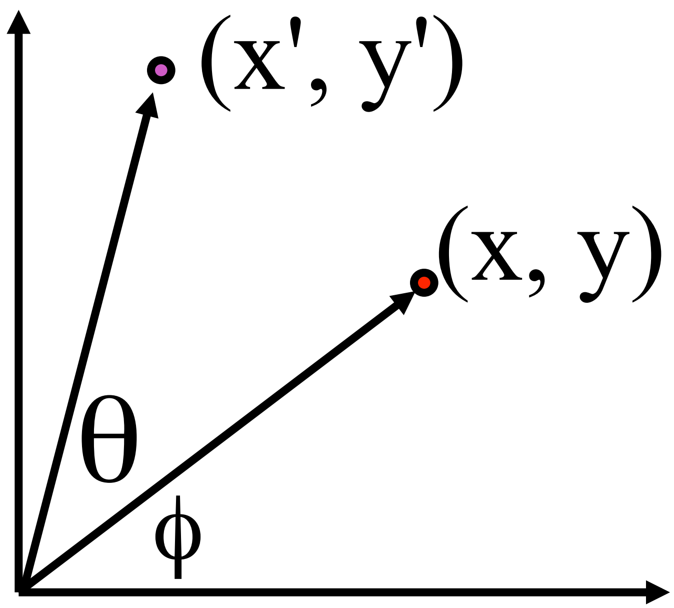
2D Rotation

- counterclockwise
- RHS



$$x' = x \cos(\theta) - y \sin(\theta)$$
$$y' = x \sin(\theta) + y \cos(\theta)$$

2D Rotation From Trig Identities



$x = r \cos(\phi)$
$y = r \sin(\phi)$
$x' = r \cos(\phi + \theta)$
$y' = r \sin(\phi + \theta)$

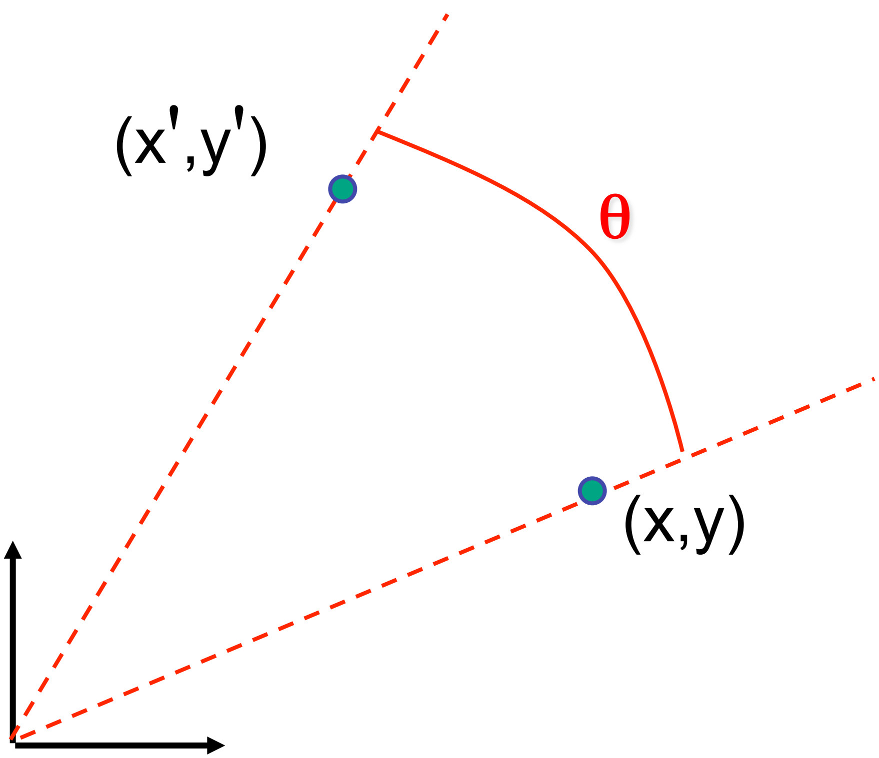
Trig Identity…

$x' = r \cos(\phi) \cos(\theta) - r \sin(\phi) \sin(\theta)$
$y' = r \sin(\phi) \cos(\theta) + r \cos(\phi) \sin(\theta)$

Substitute…

$x' = x \, \mathbf{cos}(\theta) - y \, \mathbf{sin}(\theta)$
$y' = x \, \mathbf{sin}(\theta) + y \, \mathbf{cos}(\theta)$

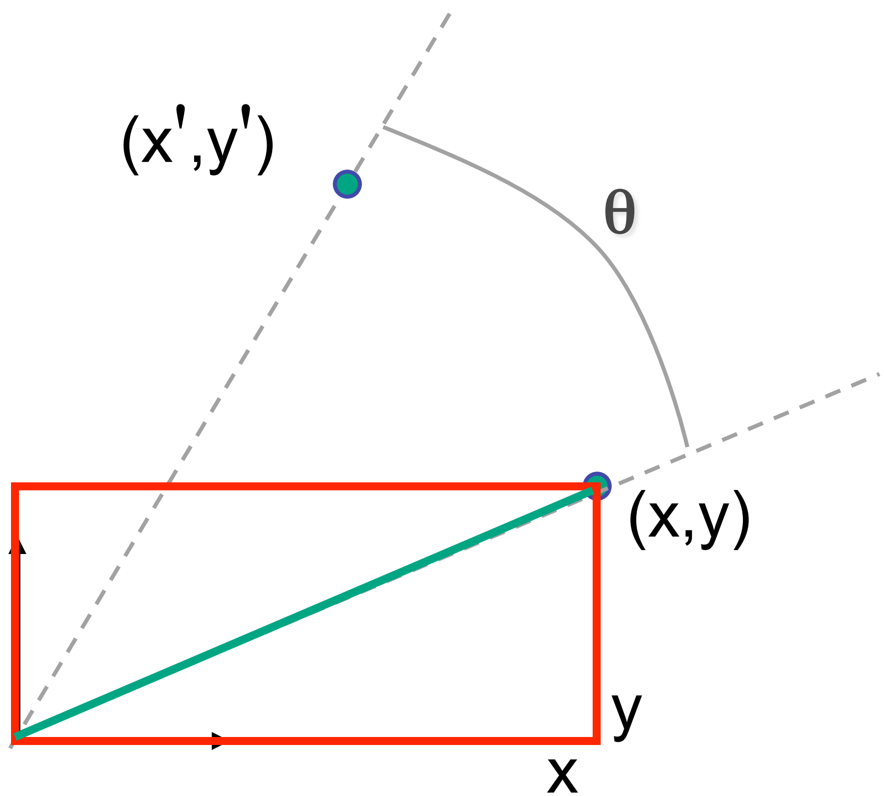
2D Rotation: Another Derivation



$$x' = x\cos\theta - y\sin\theta$$

$$y' = x\sin\theta + y\cos\theta$$

2D Rotation: Another Derivation



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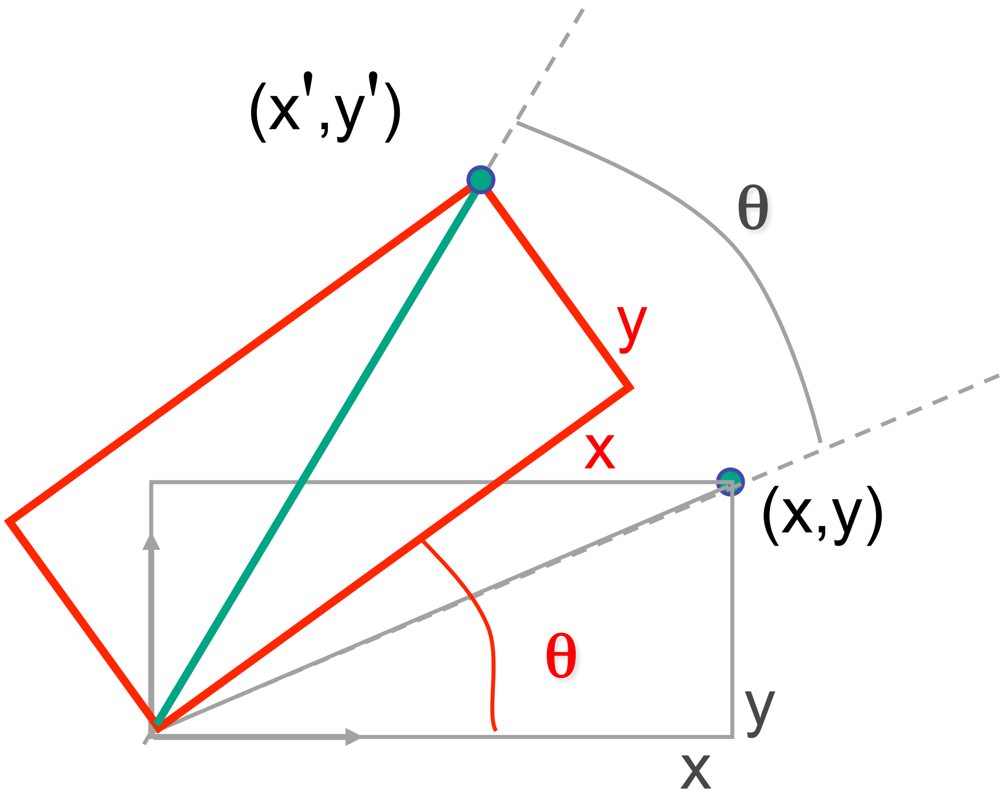

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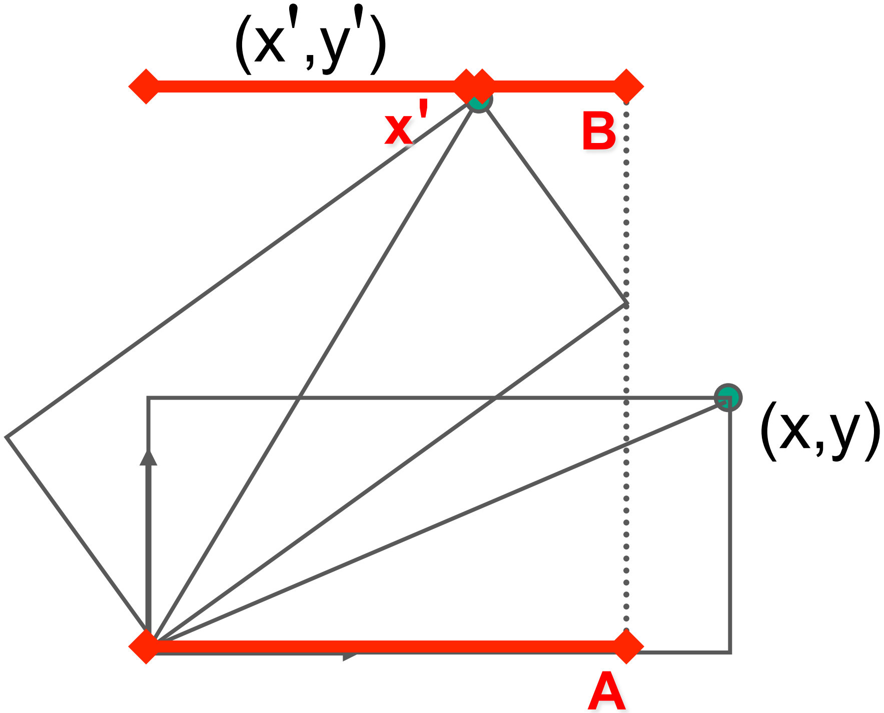
2D Rotation: Another Derivation

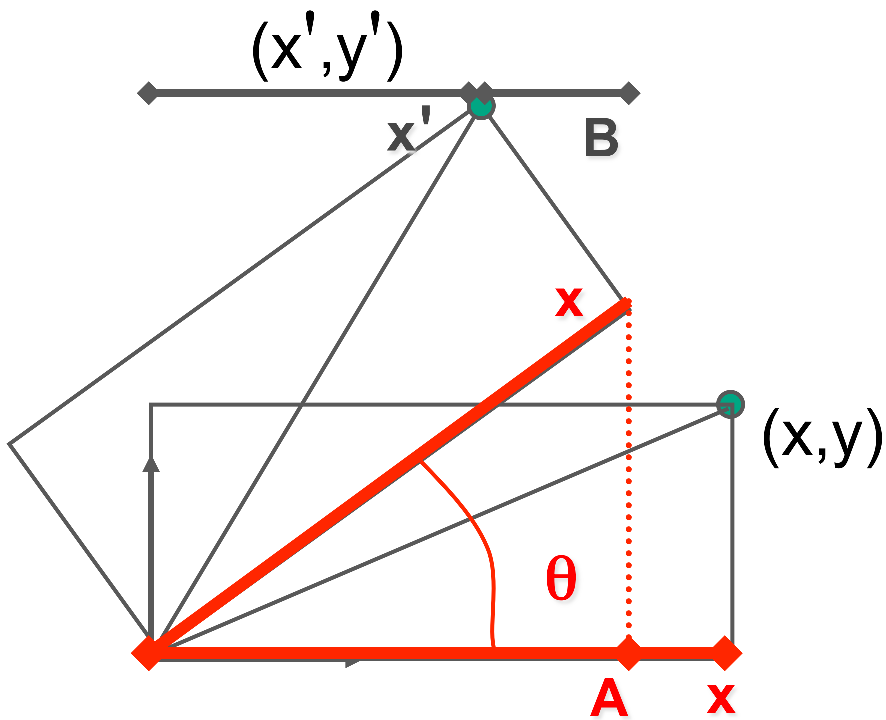


$$x' = x\cos\theta - y\sin\theta$$

$$y' = x\sin\theta + y\cos\theta$$

$$x' = A - B$$

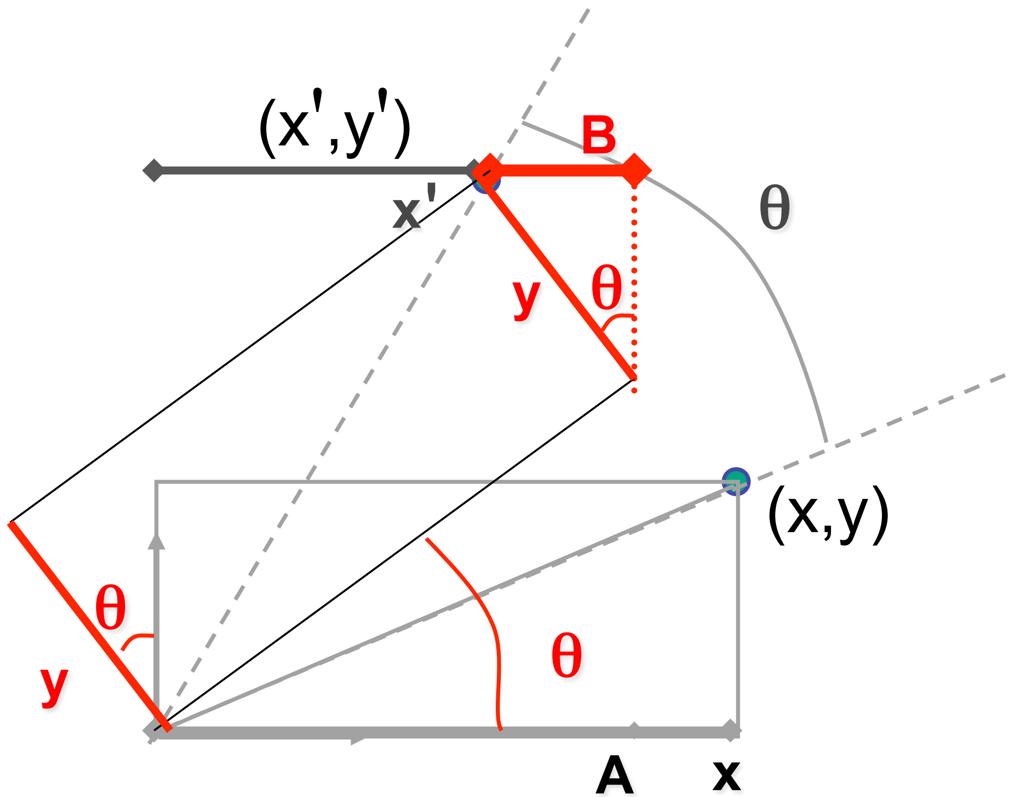
2D Rotation: Another Derivation



$$x' = x\cos\theta - y\sin\theta$$
$$y' = x\sin\theta + y\cos\theta$$

$$x' = A - B$$
$$A = x\cos\theta$$

2D Rotation: Another Derivation



$$x' = x\cos\theta - y\sin\theta$$

$$y' = x\sin\theta + y\cos\theta$$

$$x' = A - B$$

$$A = x\cos\theta$$

$$B = y\sin\theta$$

2D Rotation Matrix

- easy to capture in matrix form:

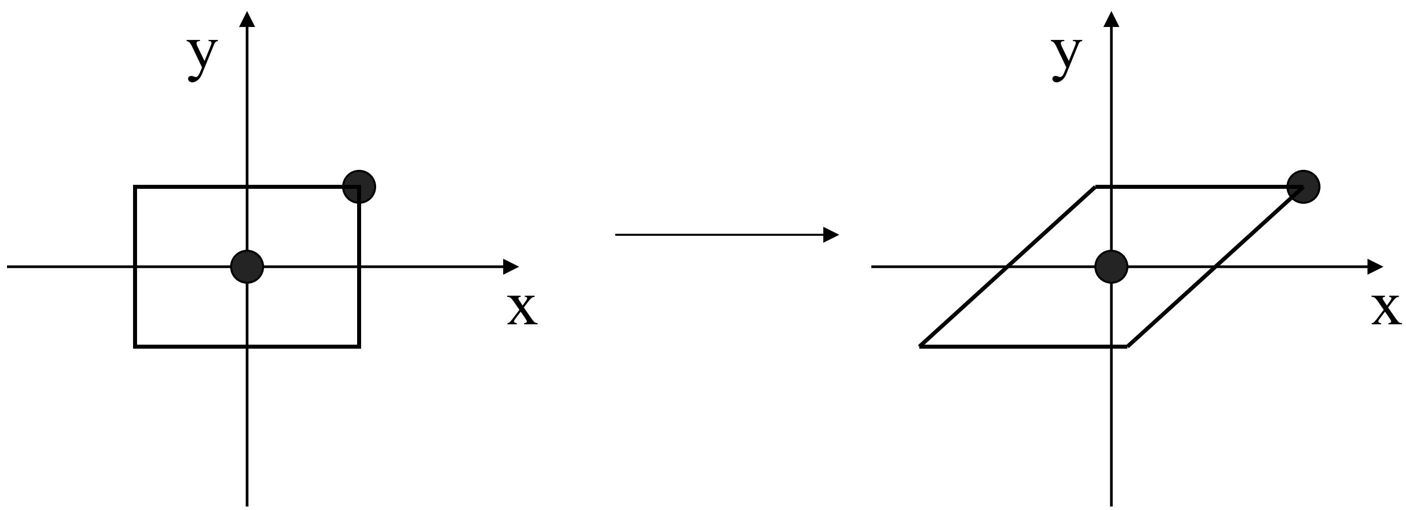
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

- even though sin(q) and cos(q) are nonlinear functions of q,
  - x' is a linear combination of x and y
  - y' is a linear combination of x and y

Shear

- shear along x axis
  - push points to right in proportion to height

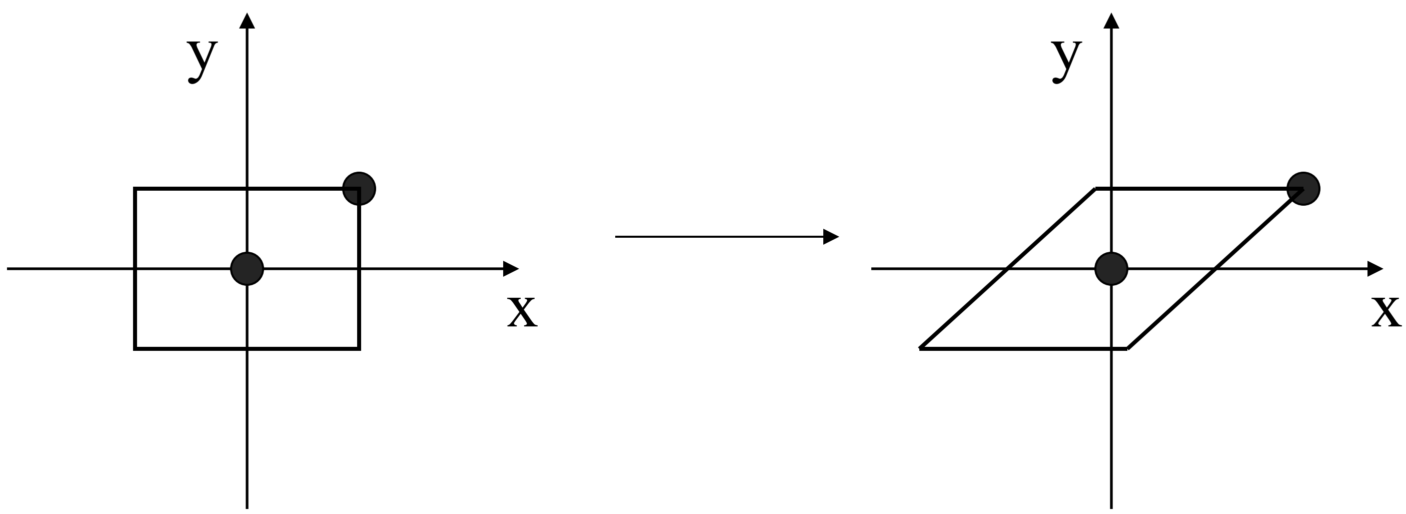
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} ? & ? \\ ? & ? \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} ? \\ ? \end{bmatrix}$$



Shear

- shear along x axis
  - push points to right in proportion to height

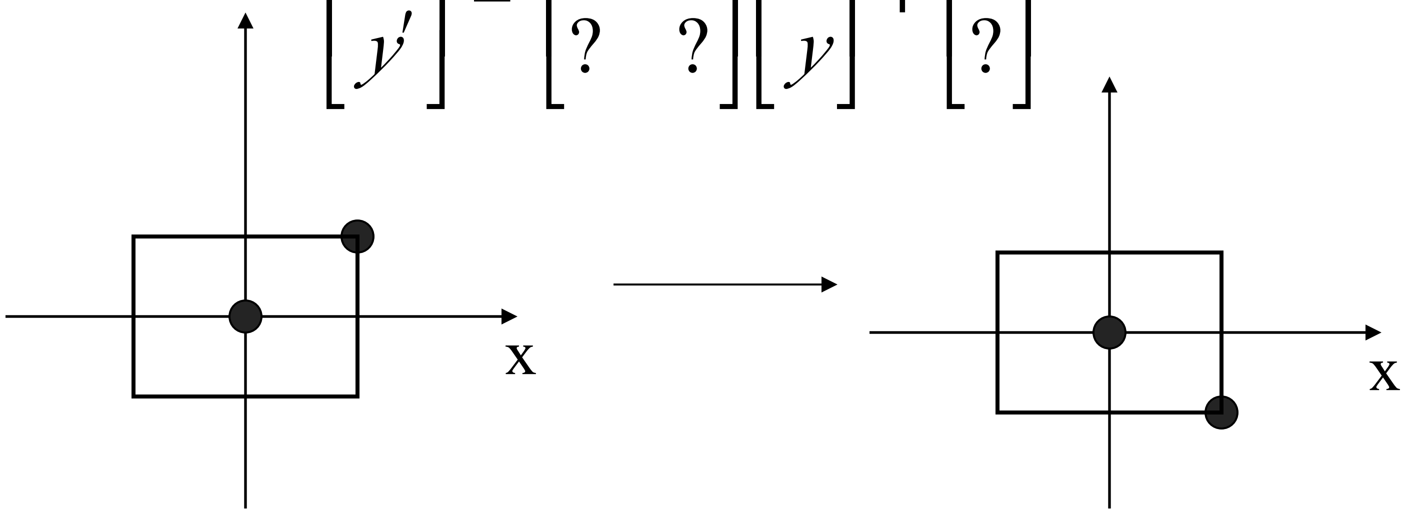
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 1 & sh_x \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$



Reflection

- reflect across x axis
  - mirror

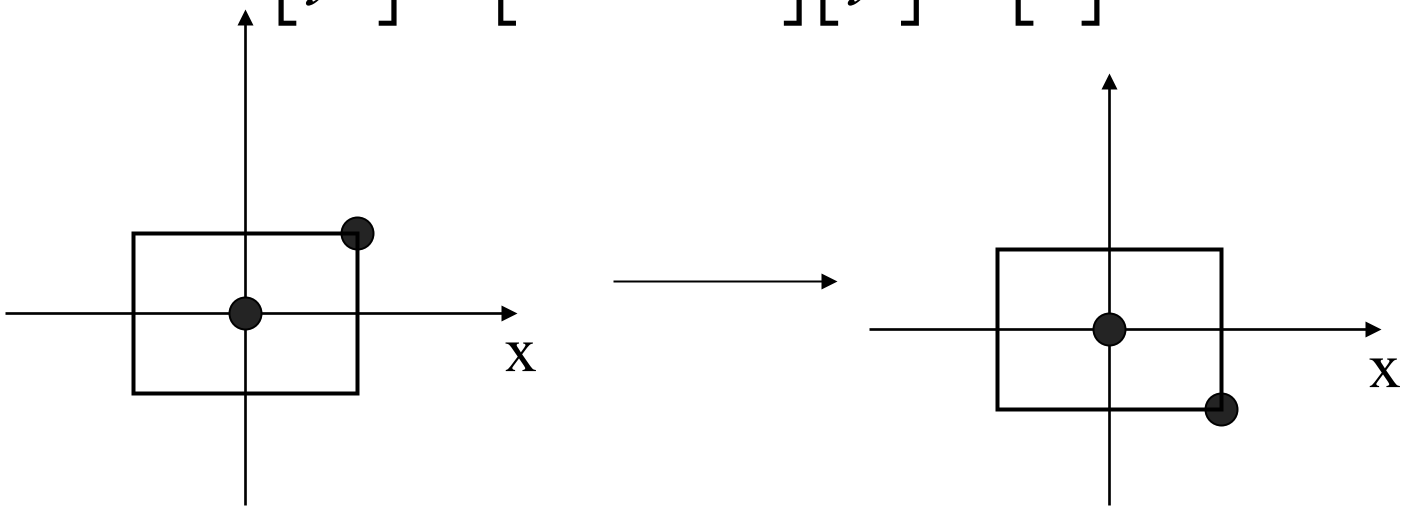
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} ? & ? \\ ? & ? \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} ? \\ ? \end{bmatrix}$$



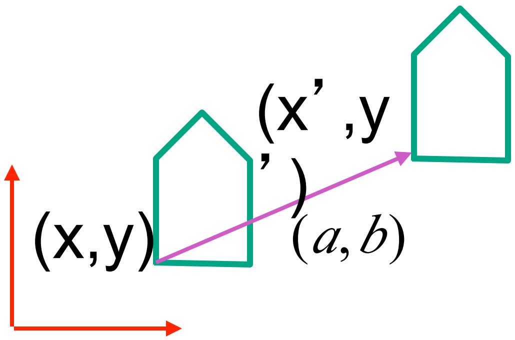
Reflection

- reflect across x axis
  - mirror

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

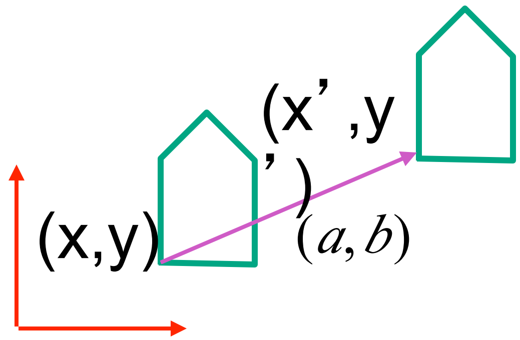


2D Translation



$$\begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} x+a \\ y+b \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

2D Translation



$$\begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} x+a \\ y+b \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

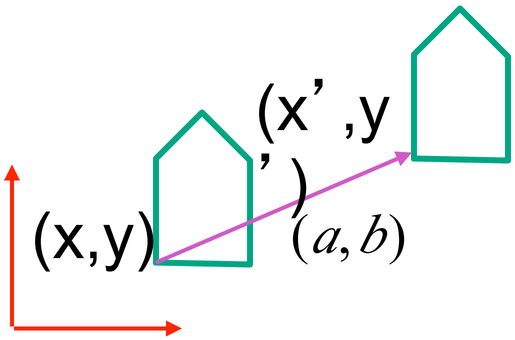
$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}}\begin{bmatrix} x \\ y \end{bmatrix}$$

scaling matrix

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}}\begin{bmatrix} x \\ y \end{bmatrix}$$

rotation matrix

2D Translation



vector addition

$$\begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} x + a \\ y + b \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

matrix multiplication

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}}\begin{bmatrix} x \\ y \end{bmatrix}$$

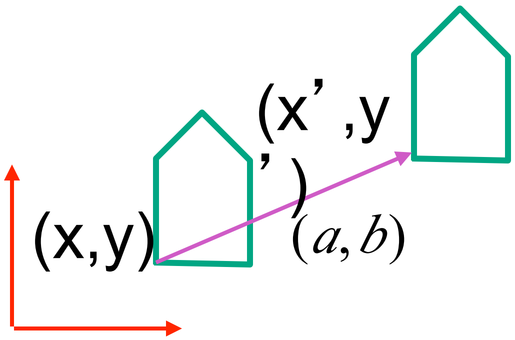
scaling matrix

matrix multiplication

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}}\begin{bmatrix} x \\ y \end{bmatrix}$$

rotation matrix

2D Translation



vector addition

$$\begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} x+a \\ y+b \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

matrix multiplication

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} a & 0 \\ 0 & b \end{bmatrix}}_{\text{scaling matrix}} \begin{bmatrix} x \\ y \end{bmatrix}$$

scaling matrix

matrix multiplication

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \underbrace{\begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix}}_{\text{rotation matrix}} \begin{bmatrix} x \\ y \end{bmatrix}$$

rotation matrix

$$\underbrace{\begin{bmatrix} a & b \\ c & d \end{bmatrix}}_{\text{translation multiplication matrix??}} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

translation multiplication matrix??

Linear Transformations

- linear transformations are combinations of
  - shear
  - scale
  - rotate
  - reflect

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$$x' = ax + by$$
$$y' = cx + dy$$

- properties of linear transformations
  - satisifes T(s**x**+t**y**) = s T(**x**) + t T(**y**)
  - origin maps to origin
  - lines map to lines
  - parallel lines remain parallel
  - ratios are preserved
  - closed under composition

Challenge

- matrix multiplication
  - for everything except translation
  - can we just do everything with multiplication?
    - then could just do composition, no special cases