

SNS COLLEGE OF TECHNOLOGY

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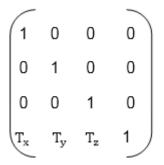
<u>UNIT II</u>

INVERSE TRANSFORMATIONS

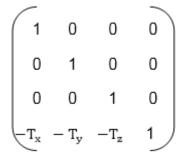
These are also called as opposite transformations. If T is a translation matrix than inverse translation is representing using T-1. The inverse matrix is achieved using the opposite sign.

Example1: Translation and its inverse matrix

Translation matrix



Inverse translation matrix



Example2: Rotation and its inverse matrix

cosθ	$-{\rm sin}\theta$	0	0
sinθ	cosθ	0	0
0	0	1	0
Co	0	0	Ŋ

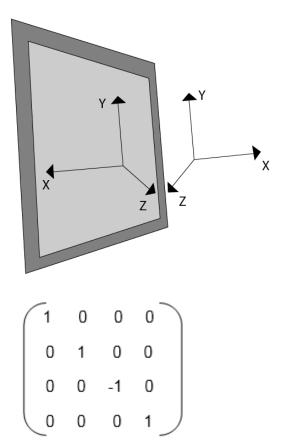
Inverse Rotation Matrix

/				
(-cosθ	sinθ	0	0)
	$-\sin\theta$	-cosθ	0	0
	0	0	1	0
	0	0	0	IJ

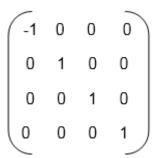
Reflection

It is also called a mirror image of an object. For this reflection axis and reflection of plane is selected. Three-dimensional reflections are similar to two dimensions. Reflection is 180° about the given axis. For reflection, plane is selected (xy,xz or yz). Following matrices show reflection respect to all these three planes.

Reflection relative to XY plane



Reflection relative to YZ plane



Reflection relative to ZX plane

$\left(\right)$	- 1	0	0	0
	0.	-1	0	0
	0	0	1	0
	0	0	0	1)

Shearing

It is change in the shape of the object. It is also called as deformation. Change can be in the x -direction or y -direction or both directions in case of 2D. If shear occurs in both directions, the object will be distorted. But in 3D shear can occur in three directions.

Matrix for shear

