

7.2 Transformations in Coordinate Plane

Standards:

G.CO.2

G.CO.3



Old Exponential Transformations

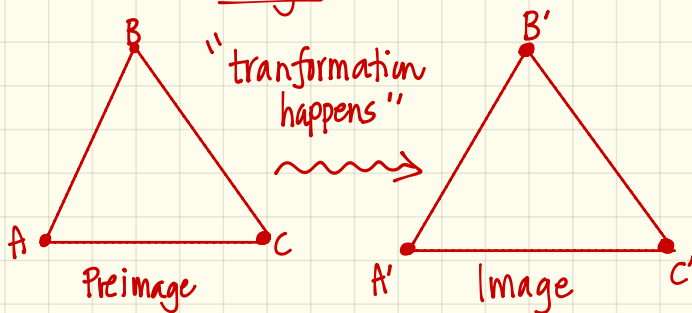
Warm up:

parent function $\rightarrow f(x) = a(b)^{x \pm k} \pm h$

← left or right shift
← up or down shift

New Transformations in Cartesian Plane

- Transformation - means to change the position, shape, or size of a figure in a coordinate plane.
- The original figure is called the preimage & the "change" or "moved" image is called the image.



- Isometry - is a transformation in which the preimage & the image are congruent.
- There are 3 types of isometric transformations:
 - ① Translations (sliding)
 - ② Reflections (flipping)
 - ③ Rotations (turning)

1 Translations (slide)

Transformation that "slides" the figure a certain distance either up, down, left or right on a coordinate plane.

notation

preimage \rightsquigarrow

image

$(x, y) \rightarrow$

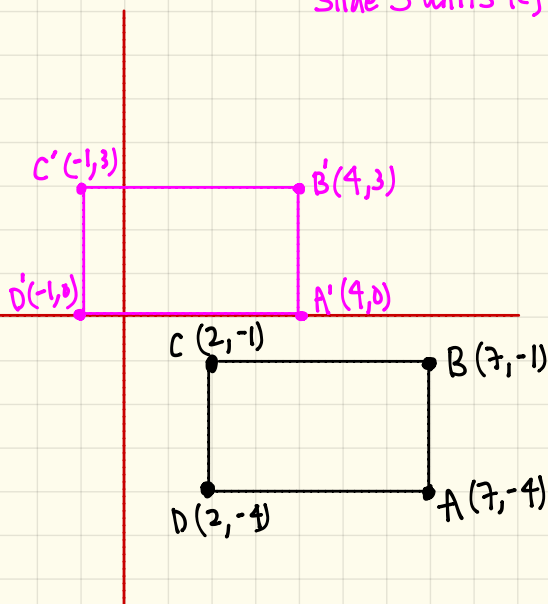
$(x+h, y+k)$
right up

$(x, y) \rightarrow$

$(x-h, y-k)$
left down

[Example 1] Translate $(x, y) \rightarrow (x-3, y+4)$

slide 3 units left & slide 4 units up



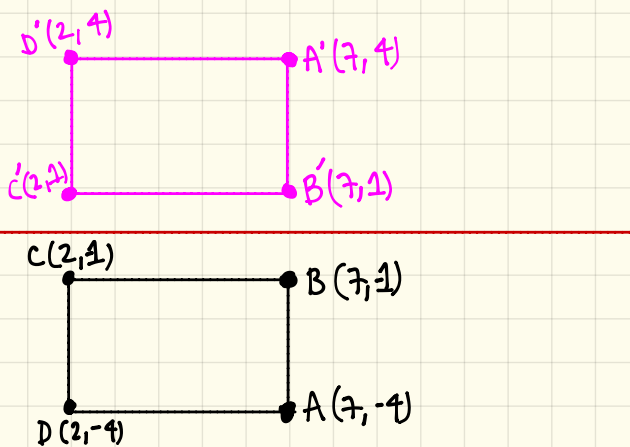
2 Reflections (flips)

Transformation where a mirror image is created

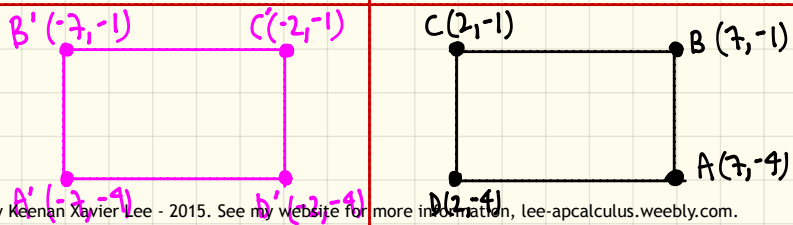
notation
Reflection across x-axis
preimage $(x, y) \xrightarrow{\quad}$ image $(x, -y)$

Reflection across y-axis
 $(x, y) \xrightarrow{\quad}$ $(-x, y)$

[Example 2] Reflect figure across the x-axis $(x, y) \rightarrow (x, -y)$



[Example 3] Reflect figure across y-axis $(x, y) \rightarrow (-x, y)$



3] Rotation (turn)

Transformation that "turns" a figure around a point of degrees.

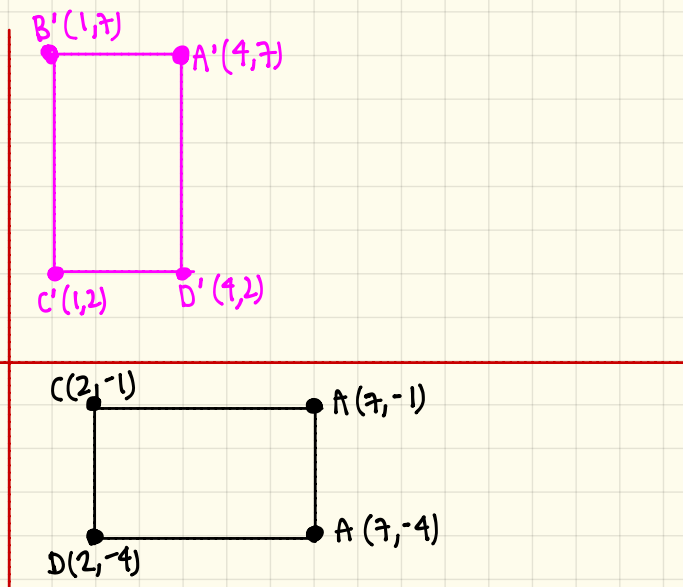
Notation pre-image \rightsquigarrow image

90° Rotation counterclockwise about the origin $(x, y) \longrightarrow (-y, x)$

180° Rotation counterclockwise about the origin $(x, y) \longrightarrow (-x, -y)$

270° Rotation counterclockwise about the origin $(x, y) \longrightarrow (y, -x)$

[Example 3] 90° Rotation of figure about the origin



Isometric Transformation Rules — Memorize

Translations "slides" —

- $(x, y) \rightarrow (x+h, y+k)$
right, up
- $(x, y) \rightarrow (x-h, y-k)$
left, down

Reflections "flips" —

- $(x, y) \rightarrow (x, -y)$ Reflection across x-axis
- $(x, y) \rightarrow (-x, y)$ Reflection across y-axis

Rotations "turns" —

- $(x, y) \rightarrow (-y, x)$ 90° rotation
- $(x, y) \rightarrow (-x, -y)$ 180° Rotation
- $(x, y) \rightarrow (y, -x)$ 270° Rotation