Lesson 67 Introduction to Transformations

Transformation – A change in position, size, or shape of a figure. Translations, reflections, and rotations are examples of a special class of transformation called isometries.

Preimage – The original figure in a transformation.

Image – The shape that results from the transformation.

An isometry maps a figure to a congruent figure – An isometry is a transformation that does not change the size or shape of a figure. That is, the image of an isometry is congruent to its preimage. This diagram shows an isometry with preimage

The small 'marks next to *T*, *U*, and *V* are primes: a symbol used to label the image in a transformation.

An isometry is also called a congruence transformation or rigid transformation.

Translation (Slide) – A type of transformation that shifts or slides every point of a figure the same distance in the same direction as shown with parallelogram *JKLM*.



Reflection (Flip) – A transformation across a line (the line of reflection) such that the line is the perpendicular bisector of each segment joining each point and its image (If a point lies on the line of reflection, the point and its image will be the same.) In this diagram, the figure has been reflected across \overrightarrow{AD} . Each point of the preimage is the same distance from \overrightarrow{AD} as its matching point on the reflected image. A A'



Rotation (Turn) – A transformation about a point (the point or center of rotation) such that each point and its image are the same distance from that point, and angles formed by a point, its image, and the point of rotation (as the vertex) are congruent. In this diagram, *ABCDE* has been rotated clockwise about *E*. Notice that *EA* = *EA*', *EB* = *EB*', *EC* = *EC*', and *ED* = *ED*'; notice also that $\angle AEA'$, $\angle BEB'$, $\angle CEC'$, and $\angle DED'$ are all congruent. Since E is the point of rotation, *E* and *E'* are the same point.



Example 1 Identifying Transformations

a. Identify the type of transformation illustrated below.

SOLUTION

The figure *VWXYZ* is reflected across \overrightarrow{VZ} . Reflecting the figure flips the figure across the line of reflection. Notice that each distance from a point of the preimage to its image, other than *V* and *Z*, which are on the line of reflection, is bisected by \overleftarrow{VZ} .



Example 1 Identifying Transformations

- b. Identify the type of transformation illustrated below.
- SOLUTION

Triangle *RST* is rotated about the fixed point *R*. Rotating the figure turns the figure around a fixed point. Notice that the triangle remains the same size and shape as before the rotation.



Example 1 Identifying Transformations

- c. Identify the type of transformation illustrated below.
- SOLUTION
- The figure is translated up and to the right. In a translation the entire figure moves a specific distance in a specific direction.



Example 2 Performing Transformations

Perform the indicated transformations.

a. Rotate the figure about point *L*. SOLUTION

To rotate the figure about point *L*, keep *L* fixed and turn each point on a circular path around *L* as indicated.



Example 2 Performing Transformations

Perform the indicated transformations.

b. Translate the figure as indicated.

SOLUTION

To translate the figure, move each point of the preimage the distance and direction as indicated.

Example 2 Performing Transformations

Perform the indicated transformations.

c. Reflect the figure across \overrightarrow{FG} . SOLUTION

To reflect the figure across \overrightarrow{FG} move each point across the line of reflection so that the point and its image are equidistant from the line of reflection.



Example 3 Application: Stained Glass Design

Example 3 Application: Stained Glass Design Often stained glass designers use vertical or horizontal symmetry to reduce the time it takes to design a project. Reflect this template across the vertical line *AB* to complete the design.

SOLUTION



You Try!!!!

a.Identify the type of transformation which takes ΔXYZ to $\Delta X'Y'Z'$.

b. Reflect rectangle *DEFG* across \overrightarrow{GF} . Label the image.

You Try!!!!

c.Rotate $\triangle PQR$ clockwise about point Q, so that Q' and P' are collinear with \overline{QR} .



You Try!!!!

d.This simplified blueprint shows the first two floors of the front of a new civic hall. The third floor will be a translation of the second floor so it is directly above the 2nd floor. Complete the plan by performing the translation.



Assignment

Page 448 Lesson Practice (Ask Mr. Heintz)

Page 449 Practice 1-30 (Do the starred ones first)