**1.3 Representing and Describing Transformations**

Transformation: is a function that changes the \_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and/or \_\_\_\_\_\_\_\_\_ of a figure

Preimage:

Image:

Triangle ABC: A(0,0) B(2,3) C(3,1)

1. ( x , y ) → ( x – 4 , y – 3 )



1. ( x , y ) → ( -x , y )
2. ( x , y ) → ( 2x , y )

Rigid Motion: ( or \_\_\_\_\_\_\_\_\_\_\_\_) is a transformation that changes the \_\_\_\_\_\_\_\_\_\_\_ of a figure without changing the \_\_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_ of the figure



Try Your Turn #5 and 6



Try Your Turn # 8 and 9