

## 1.3 Representing and Describing Transformations

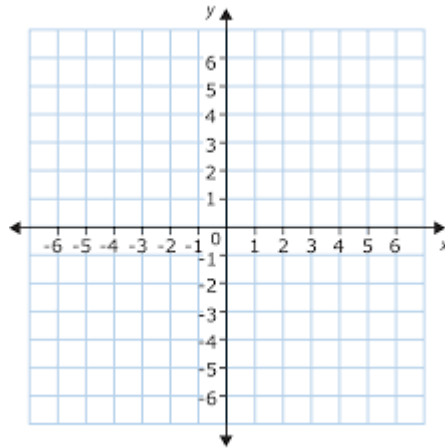
Transformation: is a function that changes the \_\_\_\_\_, \_\_\_\_\_, and/or \_\_\_\_\_ of a figure

Preimage:

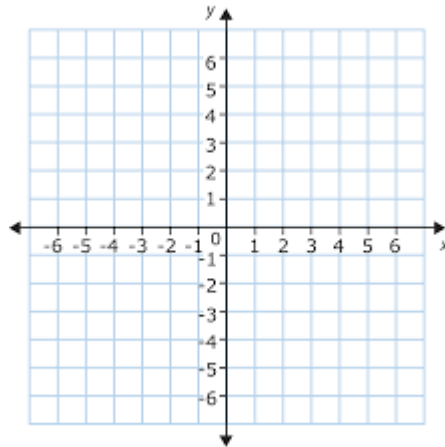
Image:

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

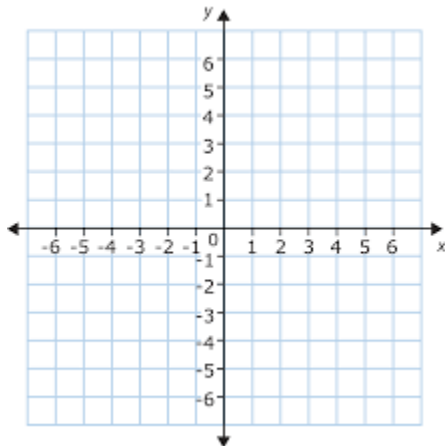
A)  $(x, y) \rightarrow (x - 4, y - 3)$



B)  $(x, y) \rightarrow (-x, y)$



C)  $(x, y) \rightarrow (2x, y)$



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

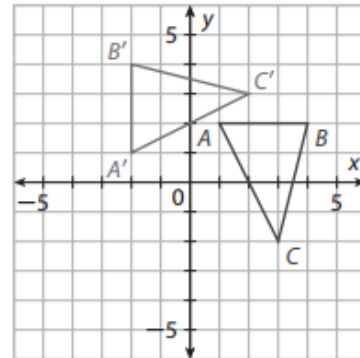
**Example 1** Use coordinate notation to write the rule that maps each preimage to its image. Then identify the transformation and confirm that it preserves length and angle measure.

A	Preimage	→	Image
	$A(1, 2)$	→	$A'(-2, 1)$
	$B(4, 2)$	→	$B'(-2, 4)$
	$C(3, -2)$	→	$C'(2, 3)$

Look for a pattern in the coordinates.

The  $x$ -coordinate of each image point is the opposite of the  $y$ -coordinate of its preimage.

The  $y$ -coordinate of each image point equals the  $x$ -coordinate of its preimage.



Try Your Turn #5 and 6

**Example 2** Use coordinate notation to write the rule that maps each preimage to its image. Then confirm that the transformation is not a rigid motion.

A  $\triangle JKL$  maps to triangle  $\triangle J'K'L'$ .

Preimage	→	Image
$J(4, 1)$	→	$J'(4, 3)$
$K(-2, -1)$	→	$K'(-2, -3)$
$L(0, -3)$	→	$L'(0, -9)$

Try Your Turn # 8 and 9