



Step #3



2D Matrix Transformations
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Initial Size

Width:

Height:

After Transform

Width:

Height:

Scale X:
 Scale Y:
 Skew X Angle:
 Skew Y Angle:

Rotation:

Initial Position:

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Step #2

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Matrix#1

Matrix#2

Matrix#3

Transformation Matrix

Step #1

Select a matrix and then use the controls on the left hand side to set matrix values. Or set the matrix values manually