



2D Matrix Transformations

Step #3

Initial Size

Width:

Height:

After Transform

Width:

Height:

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

Step #2

Rotation:

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

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