

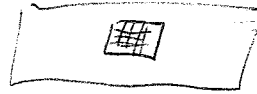
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① Review Homogeneous Co-ords

② Composition - order matters (do rotate about point)

③ As a coordinate system
Local / Global Coords

④ Transformation



Window Transform
Change Coord System
Move Points

TS
ST



Crane example

④ Hierarchical Coord Sys

⑤ Matrix Stacks

⑥ 3D right hand rule

⑦ Rotations