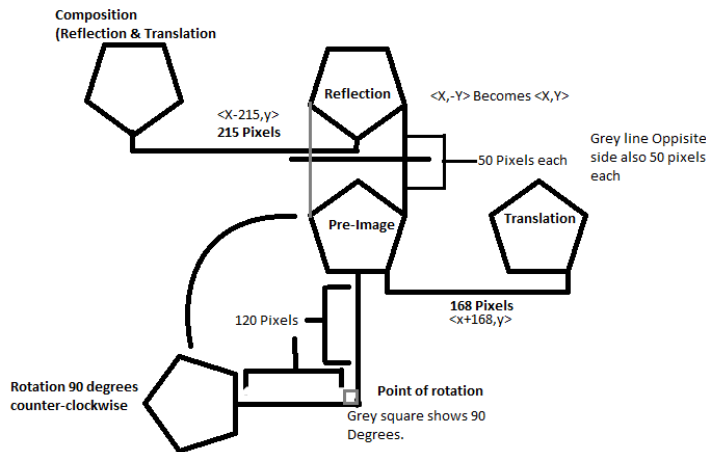


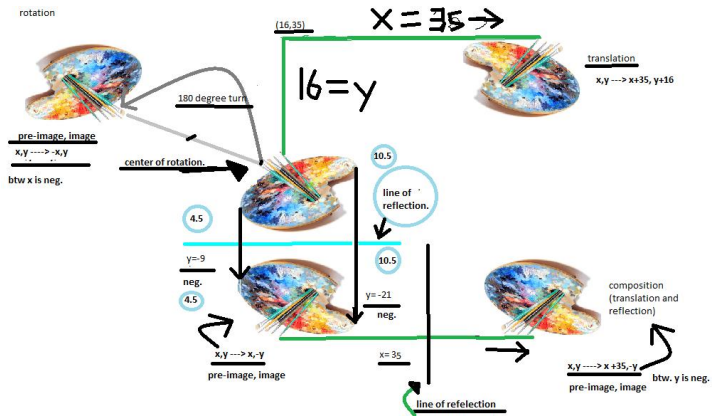
by Mr. Brian Klee

Have you ever wondered how the graphics of your favorite video game are created? Geometry students learned the basic geometric transformations that are used to move an image across a screen. These transformations included translations, reflections, rotations and compositions. Translations move an image left or right and/or up or down. Reflections mirror an image over a "line of reflection". Rotations turn an image around a given "point of rotation". Lastly, compositions combine 2 or more transformations. Students completed these transformations using Paint or Power Point some of their work is shown below:

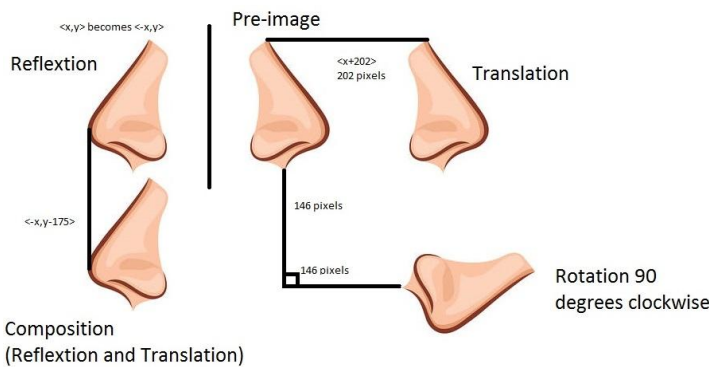
Dylan Bohle:



Lizzy Martin:



Jacob Tallman:



Gabriel Wright:

