2.3 Rotations

A rotation turns a figure around a point, called a center of rotation.

• When working with coordinates, we will use 3 rotations.

Rules for Rotations Around the Origin on a Coordinate Plane		
90° rotation counterclockwise	$(x, y) \rightarrow (-y, x)$	
180 ^o rotation	$(x, y) \rightarrow (-x, -y)$	
270° rotation counterclockwise	$(x, y) \rightarrow (y, -x)$	

When no direction is referenced, we will assume it is counter-clockwise.



 110°

Ex. Consider the points D(2, -1), E(3, 2), and F(5, 1).

- a) Find the image coordinates after rotating 90° CCW.
- b) Graph the pre-image and image coordinates.

$$D(2,-1) D'(+1, Z) E(3, Z) E'(-2, 3) F(5,1) F'(-1, 5)$$

Rules for Rotations Around the Origin on a Coordinate Plane		
$(X, Y) \rightarrow (-Y, X)$		
$(x, y) \rightarrow (-x, -y)$		
$(x, y) \rightarrow (y, -x)$		



Ex. Consider the points S(3,4), T(-2,4), and U(-2,1).

- a) Find the image coordinates after rotating 180°.
- b) Graph the pre-image and image coordinates.

$$\begin{array}{c} (x,y) \rightarrow (-x,-y) \\ 5(3,4) & 5'(-3,-4) \\ T(-2,4) & T'(2,-4) \\ u(-2,1) & u'(2,-1) \end{array}$$

Rules for Rotations Around the Origin on a Coordinate Plane		
90° rotation counterclockwise	$(X, Y) \longrightarrow (-Y, X)$	
180° rotation	$(X, Y) \rightarrow (-X, -Y)$	
270° rotation counterclockwise	$(x, y) \rightarrow (y, -x)$	



Ex. Consider the points A(-4, -2), B(-1, -2), and C(-1, -4).

- a) Find the image coordinates after rotating 270° CCW.
- b) Graph the pre-image and image coordinates.

$$A(-4,-2) \qquad A'(-2,+4) B(-1,-2) \qquad B'(-2,+4) C(-1,-4) \qquad C'(-4,+1) B(-1,-4) \qquad C'(-4,+1) B(-1,-4) \qquad C'(-4,+1) \\B(-1,-4) \ C'(-4) \ C$$

Rules for Rotations Around the Origin on a Coordinate Plane		
90° rotation counterclockwise	$(X, Y) \rightarrow (-Y, X)$	
180° rotation	$(X, Y) \rightarrow (-X, -Y)$	
270° rotation counterclockwise	$(X, Y) \rightarrow (Y, -X)$	

















