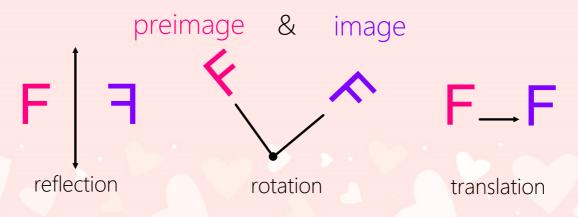
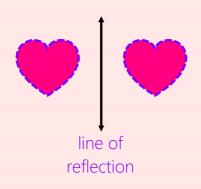
9.3 Rigid Motion & Reflections

<u>rigid transformations</u> - transformations that do not alter the size or shape of a figure (ex: rotations, reflections, translations)

<u>preimage</u> - the original figure/imageimage - the new figure/image

<u>isometry</u> - a tranformation that preserves lengths (also preserves angle measures, parallel lines, & distance between points)



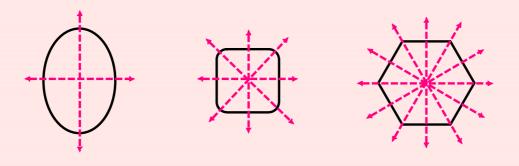


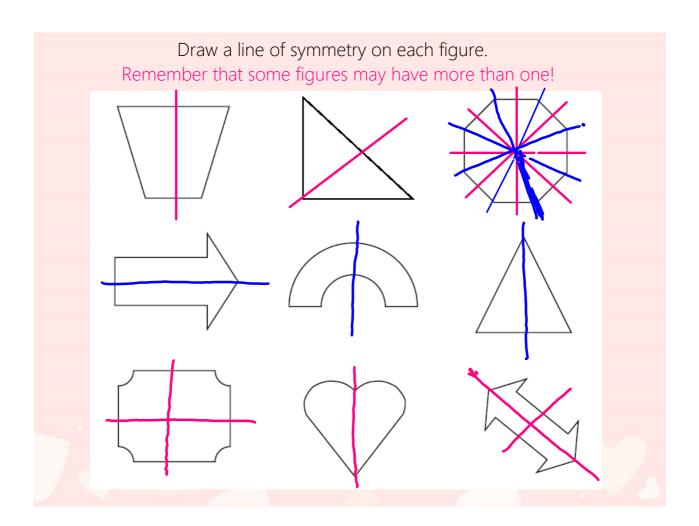
A <u>line of reflection</u> acts like a mirror, with an image reflected over the line.

Theorem 9.2: Reflection Theorem

A reflection is an isometry.

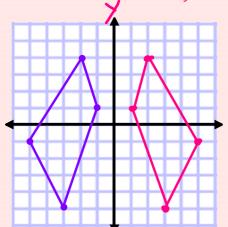
A figure has a <u>line of symmetry</u> if the figure can be mapped onto itself by a reflection over the line.



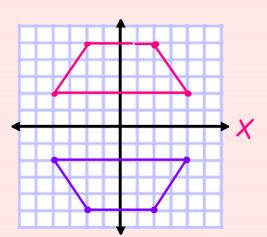


Graph the image of the figure using the transformation given.

Reflection across the y-axis

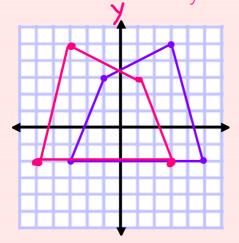


Reflection across the x-axis

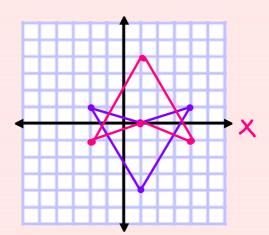


Graph the image of the figure using the transformation given.

Reflection across the y-axis

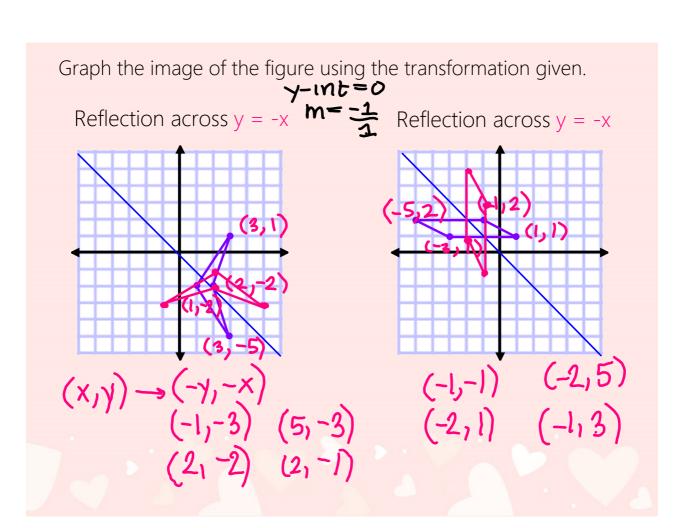


Reflection across the x-axis

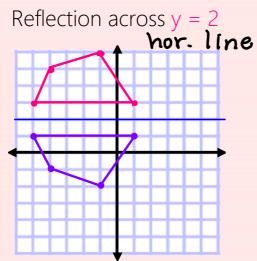


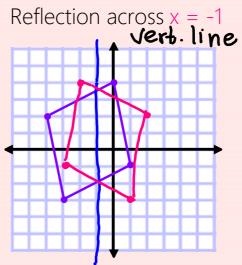
Graph the image of the figure using the transformation given.

Reflection across y = x y = x + 0 $m = \frac{4}{4}$ Reflection across y = x y = x + 0 y



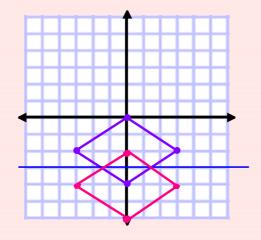
ス=# vertical y=# horizontal Graph the image of the figure using the transformation given.





Graph the image of the figure using the transformation given.

Reflection across y = -3



Reflection across x = 1

