



COMP 125:

Rotation and Translation

Week 12, Lecture 18 / Lab 09



Agenda

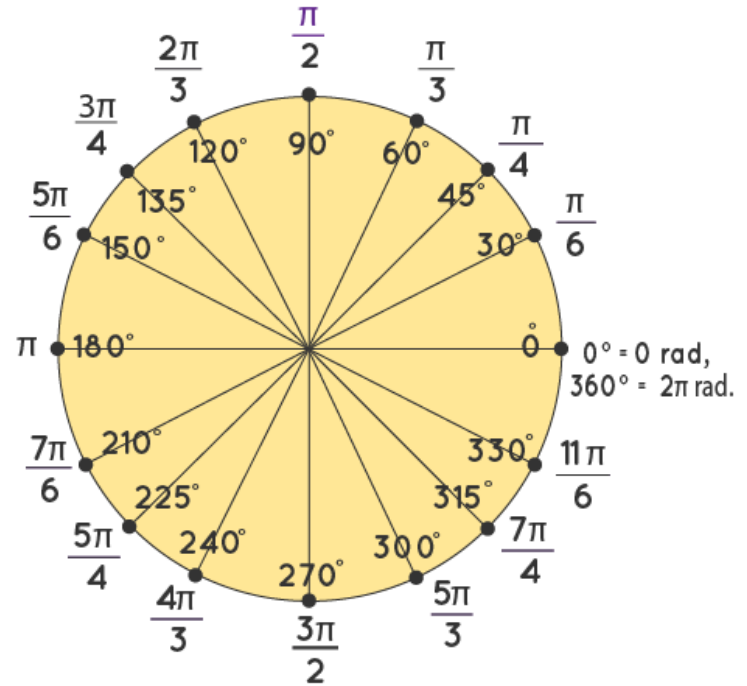
- Exam Next Week
- Rotation and Translation - Review
- Uploading an Image
- Lab 09

Exam Next Week

- April 10 (Friday)
- 50 minutes
- Three written questions (10-15 minutes), closed world
 - No deep details, but any discussion is an option
- Three practical problems (25-30 minutes), open internet, *no AI*
 - Boundaries
 - Motion
 - Interactivity
 - Rotation/Translation

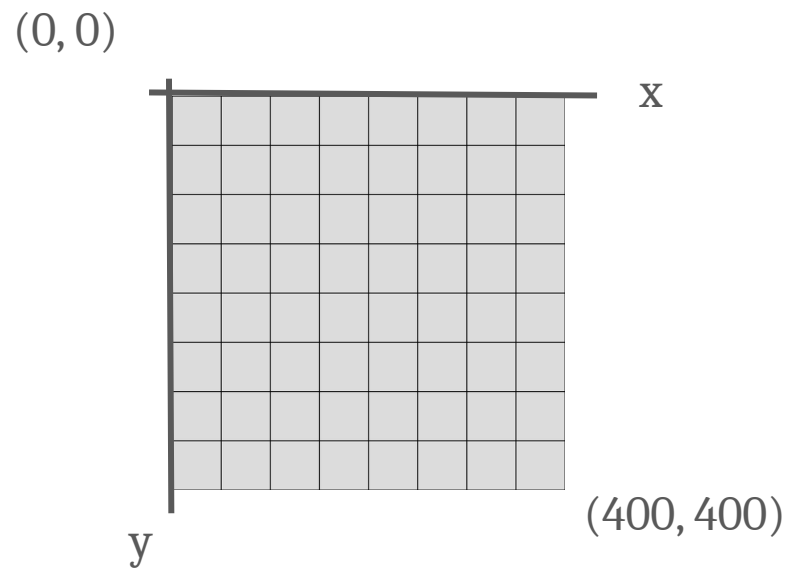
Rotation

- Rotate about a point in the canvas
- Usually uses radians
 - `angleMode(DEGREES)` to use degrees



Translation

- Change where $(0, 0)$ is located



Lab 09

- Change the origin to be the center of the canvas
- Add several shapes, text, or emoji (at least 4 elements)
- Make the canvas rotate counter-clockwise if the mouse is pressed and clockwise otherwise

Reminders:

- `angleMode(DEGREES)`
- `rotate(frameCount)` --- how would we make this rotate clockwise/counter-clockwise?
- `if (mouseIsPressed){ ...`
`{`