

**Geometric Transformations For 3D
Modeling**

By Michael Mortenson



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In Euclidean geometry, An oblique reflection is an affine transformation, and it is an involution, meaning that the reflection of the reflection of a point is the

http://en.m.wikipedia.org/wiki/Oblique_reflection

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http://www.academia.edu/6662014/Geometric_Transformations_via_Matrix_Multiplications_Using_Hardware_Software_Co-design

3D modeling, Transformations. Suppose we have two shapes S_1 and S_2 in a 3D space. S_2 is the result of geometric transformations T executed on the shape S_1 .

<http://www.gamedev.net/topic/586787-3d-modeling-transformations/>

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Geometric modeling is central to and supports most widely used geometric objects used in 3D modeling transformations and analytic curves and <http://www.opencascade.org/occt/areas/3dgeommod/>

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