

U3D9

TRANSFORMATIONS SUMMARY

The base curve is: $y = f(x)$

- The new curve is:

$$y = af(b(x - h)) + k$$

If $a < 0$,
reflection
in x-axis

If $|a| > 0$, vertical
stretch by a factor
of a

If $0 < |a| < 1$,
vertical
compression by
a factor of 'a'

If $b < 0$, reflection
in the y-axis

If $|b| > 1$,
horizontal
compression of
factor $1/b$.

If $0 < |b| < 1$,
horizontal stretch
of factor $1/b$

If $h > 0$,
translation right
 h units.

If $h < 0$,
translation left
 h units.

If $k > 0$,
translation up
 k units.

If $k < 0$,
translation down
 k units.

To be successful on the test, you should be able to:

- describe transformations
- interpret function notation and create equations in function notation given descriptions OR the translated function
- write the new image equation if given transformation descriptions OR the translated function
- graph using transformations
 - Draw the base curve first
 - Stretch or compress and/or Reflect, then shift last
 - Show all graphs needed to get to your final image. Full marks will only be given if the transition graphs are shown. Remember, some transitions can be combined as explained in class. Clearly label your final graph. Intermediate graphs (if used) need not be labeled.
- OR
- use table of values to determine new final key points and then graph.
- determine invariant points
- determine the inverse given a graph
- determine the inverse given an equation (and interpret whether the inverse is a function)
- determine the transformations given a graph of the original and final function

