Transformations provide a way to describe the movement of an object throughout a plane. There are three types of transformations: reflections, rotations, and translations. Computer graphics and animation figures can be altered and/or moved in any of these three ways (reflections, rotations, and translations).

Your project is to create a “flip book” which will mimic the animation process. Choose an object that you wish to “animate”. The object can be as simple or as complex as you wish to make it. Make the object “move” from note card to note card by performing reflections, rotations, and translations of your object in each subsequent drawing. Class time will be given to work on the project. However, you may be required to complete parts at home. You will be evaluated on the following: movement of an object from one page to another and the use of reflections, rotations, and translations throughout the book. Refer to the rubric for further information on how you will be graded.