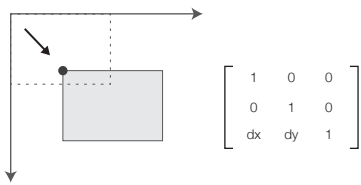
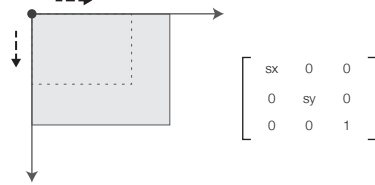


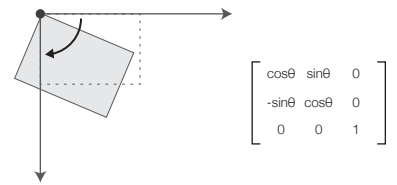
CGAffineTransformMakeTranslate(tx,ty)



CGAffineTransformMakeScale(sx,sy)

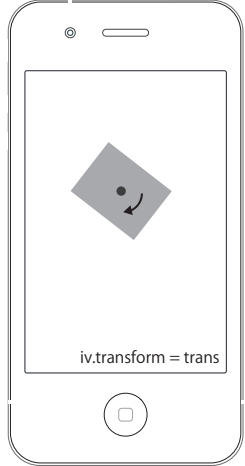


CGAffineTransformMakeRotate(θ)

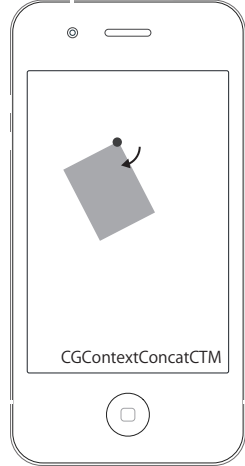


Drawing

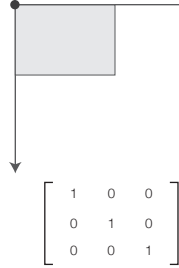
UIImageView



CGContext

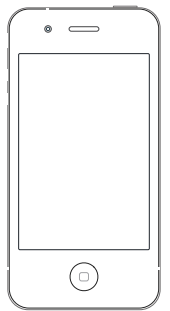


CGAffineTransformIdentify



CGAffineTransformMake(a,b,c,d,tx,ty)

$$\text{CGAffineTransform trans} = \begin{bmatrix} a & b & 0 \\ c & d & 0 \\ tx & ty & 1 \end{bmatrix}$$

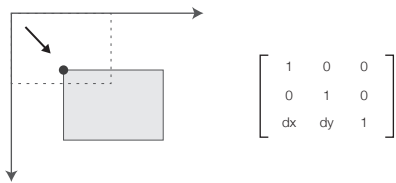


CGAffineTransform for iOS

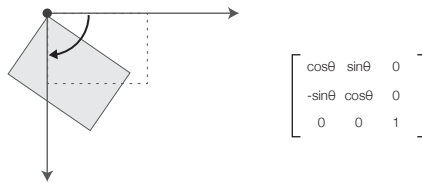
Cheat Sheet Series #003
Presented by Hergo Inc.

Sequential

CGAffineTransformTranslate(trans,dx,dy)



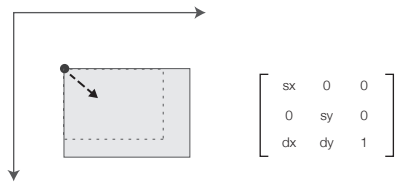
CGAffineTransformRotate(trans, θ)



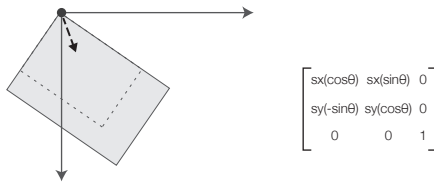
変換前の逆算

$$\begin{cases} \theta = \text{atan2}(b/a) \\ sx = a/\cos(\theta), sy = d/\cos(\theta) \\ x = tx - a(dx) + c(dy), y = ty - b(dx) - d(dy) \end{cases}$$

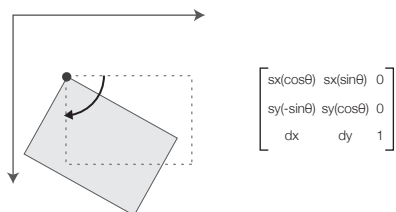
CGAffineTransformScale(trans,sx,sy)



CGAffineTransformScale(trans,sx,sy)



CGAffineTransformRotate(trans, θ)



CGAffineTransformTranslate(trans,dx,dy)

