



2. Ignore some measurements.

In 2d, 3d, we often use coordinates.

























Points of View (flips not allowed)

Example	What is it called?	What is allowed?	What is preserved?
	Rigid	Translations Rotations	Lines and incidence Lengths Angles Parallelism
	Similarity	Translations Rotations (Uniform) Scaling	Lines and incidence Lengths Ratios of lengths Angles Parallelism
	Affine	Translations Rotations Uniform scaling Non-uniform scaling Shears	Lines and incidence Ratios of lengths Angles Parallelism
	Projective	Translations Rotations Scaling Shears, Perspective etc.	Lines and incidence Lengths Angles Parallelism

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