

Goals:
You will draw dilations using a ruler.

You will draw dilations in the coordinate plane.

You will identify a dilation as an enlargement or reduction and find the scale factor.

9.6 Dilation

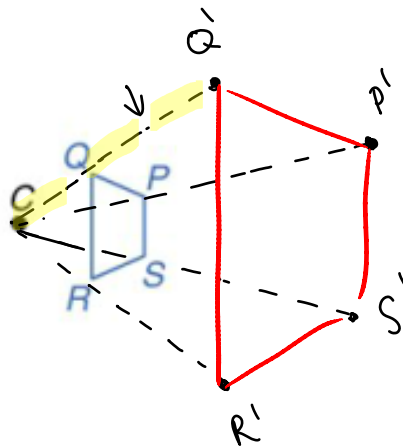
(and 7.6 similarity transformations)

Dilation: a transformation that may change the size of a figure.

If $P(x,y)$ is preimage, image is $P'(kx, ky)$

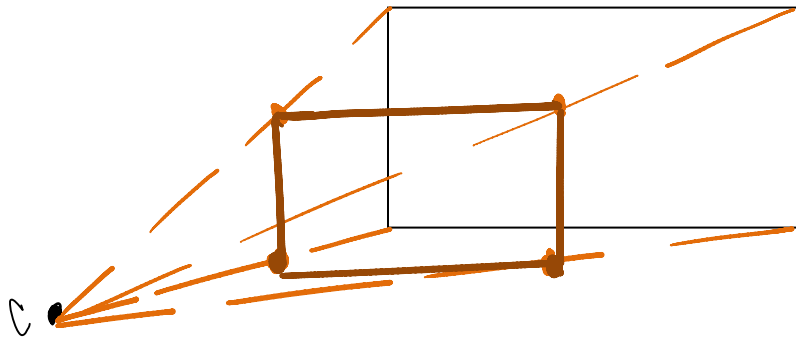
Remember how to draw a dilation:
Use a scale factor of 3.

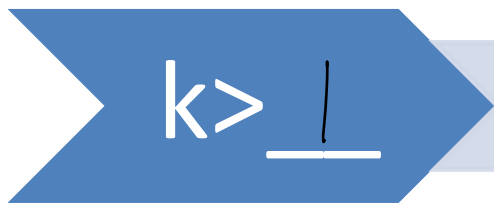
k = scale factor
enlargement,
reduction, or
congruent



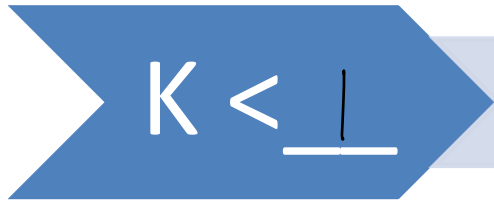
Reduction

Use a scale factor of $\frac{2}{3}$.

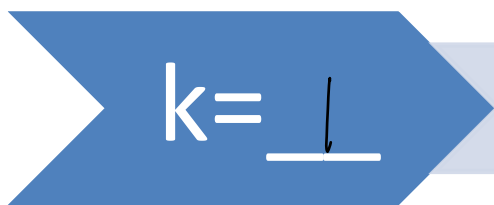




Enlargement



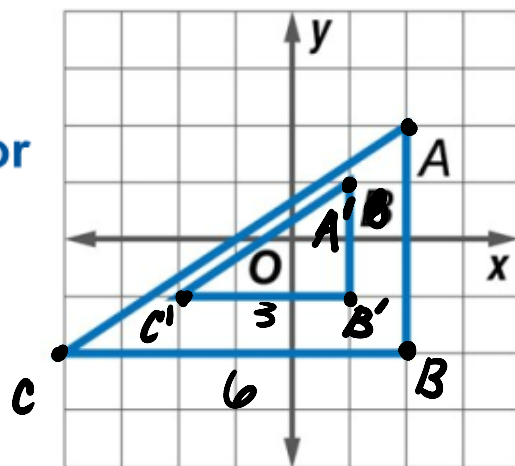
Reduction



Congruence
Transformation

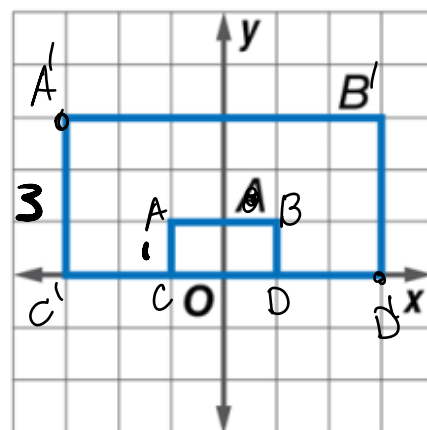
A. Determine whether the dilation from ~~Figure A to Figure B~~ is an *enlargement* or a *reduction*. Then find the scale factor of the dilation.

$$\frac{3}{6} = \frac{1}{2}$$



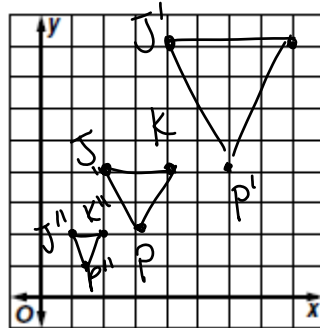
B. Determine whether the dilation from ~~Figure A to Figure B~~ is an *enlargement* or a *reduction*. Then find the scale factor of the dilation.

$$3$$



COORDINATE GEOMETRY Find the image of each polygon, given the vertices, after a dilation centered at the origin with a scale factor of 2. Then graph a dilation centered at the origin with a scale factor of $\frac{1}{2}$.

$J(2, 4), K(4, 4), P(3, 2)$



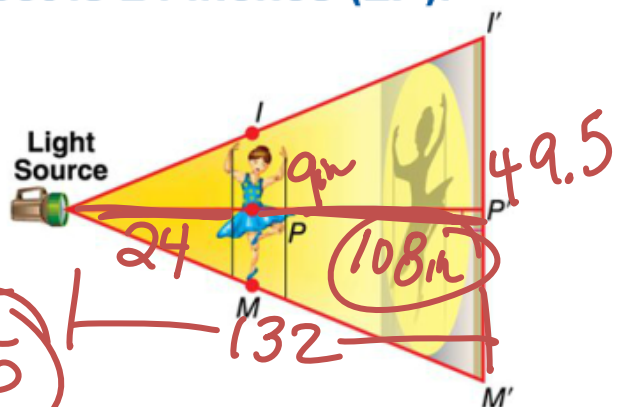
$J'(4, 8)$ $J''(1, 2)$
 $K'(8, 8)$ $K''(2, 2)$
 $P'(6, 4)$ $P''(1.5, 1)$

$$A'B' = |k|(AB)$$

In other words,

$$k = \frac{\text{image}}{\text{preimage}}$$

PUPPETS To create the illusion of a “life-sized” image, puppeteers sometimes use a light source to show an enlarged image of a puppet projected on a screen or wall. Suppose that the distance between a light source L and the puppet is 24 inches (LP). To what distance PP' should you place the puppet from the screen to create a 49.5-inch tall shadow ($I'M'$) from a 9-inch puppet?



$$\frac{49.5}{9} = 5.5$$

$$24 \cdot 5.5 = 132$$