Geometry is the fourth math course in high school and will guide you through among other things points, lines, planes, angles, parallel lines, triangles, similarity, trigonometry, quadrilaterals, transformations, circles and area. This Geometry...

In this topic you will learn about the most useful math concept for creating video game graphics: geometric transformations, specifically translations, rotations, reflections, and dilations. You will learn how to perform the transformations, and how to map one figure into another using these transformations.