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*Using Linear Algebra for Image Processing.* Preliminary report.

Given a bitmap image-which is nothing more than a matrix of pixels-each defined by a 24 or 32 bit hexadecimal number-we can use matrices to illustrate rotations, translations, skewing , and scaling in both R2 and R3. Projecting images onto surfaces such as spheres and cubes are also considered. As time permits, concepts such as backface-culling and reflections of light sources off surfaces-both which involve dot products-will also be illustrated. The package Flash CS3 will be used for the illustrations. (Received August 21, 2008)