

## 1.41: Euclidean mapping

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The **Euclidean mapping** or **isometry** is a special case of affine mapping that, besides collinearity and ratios of distances, keeps also *distances* and *angles*. Because of this, a Euclidean mapping is also called a *rigid motion*.

Euclidean mappings are of three types:

- translations
- rotations
- reflections.

A special case of Euclidean mapping is a symmetry operation.

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