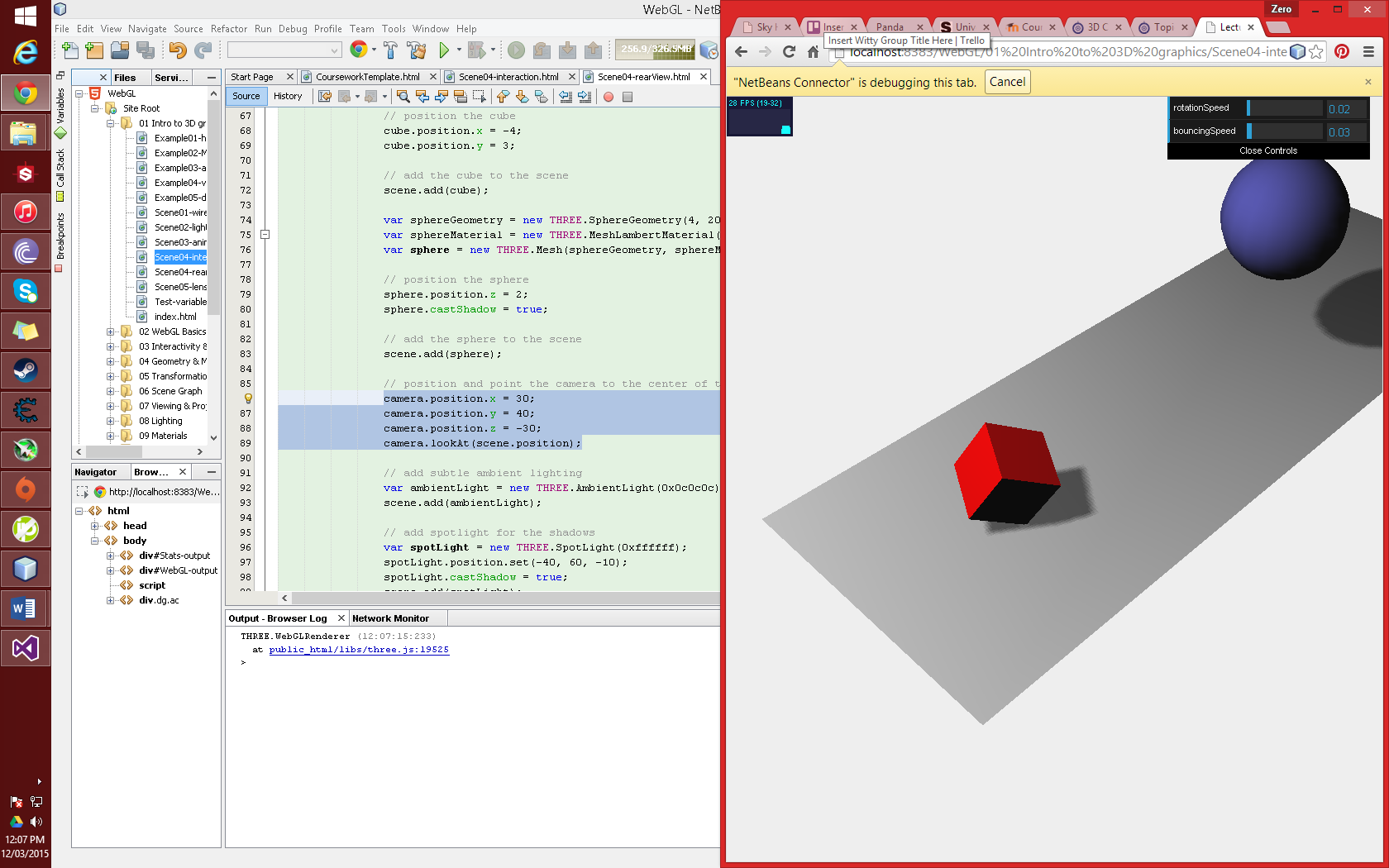
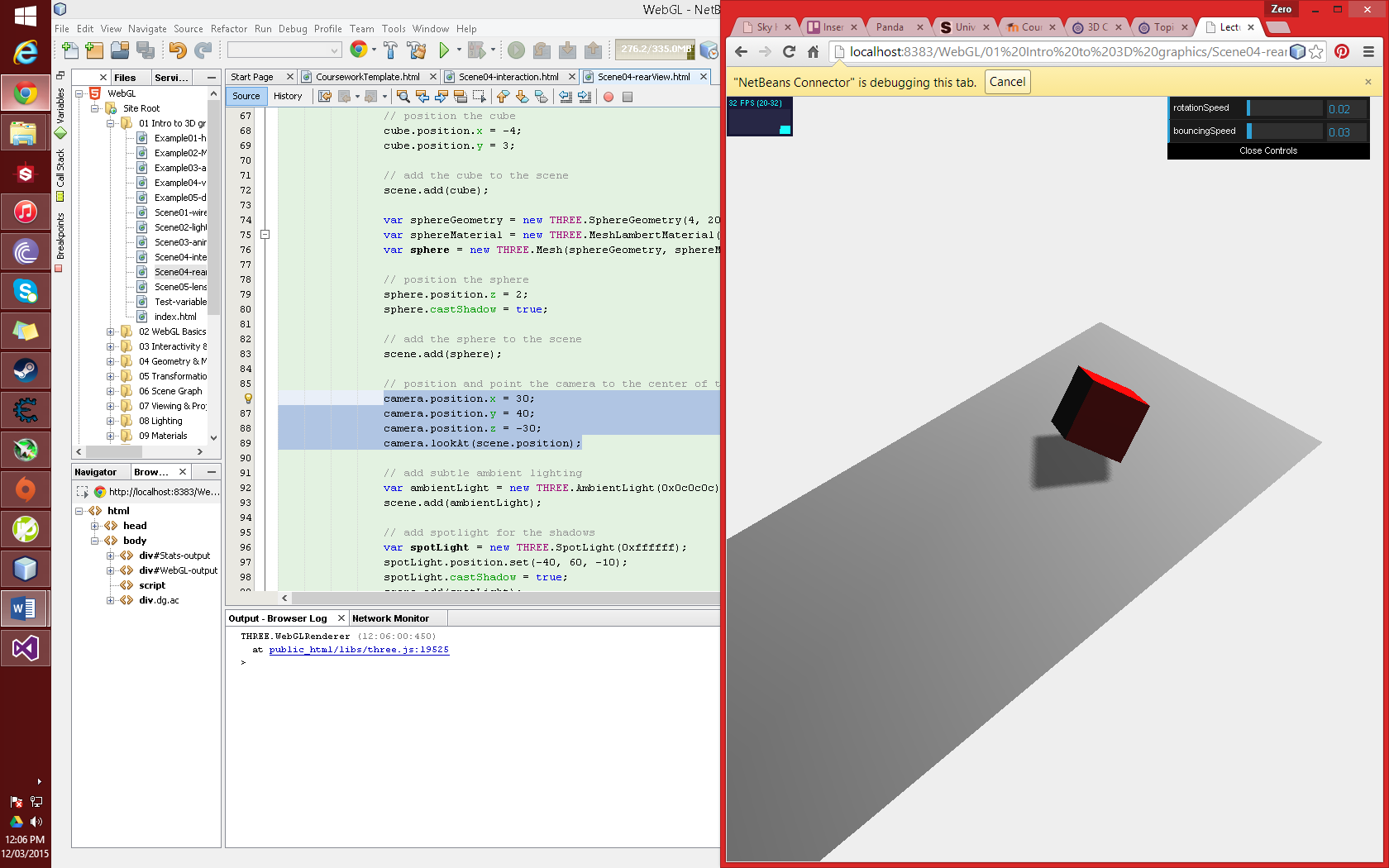
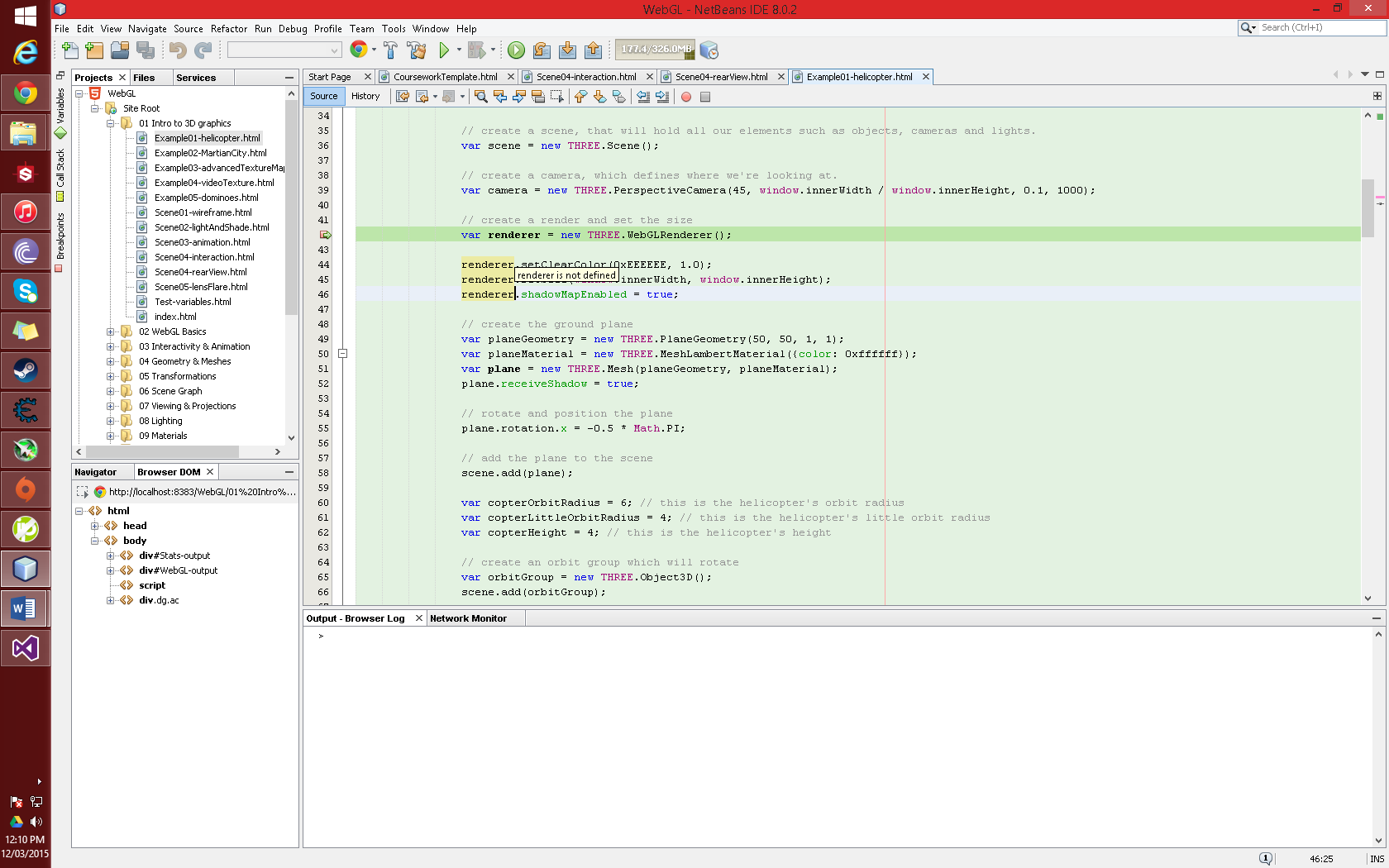
3D Graphics Logbook

# Intro to 3D Graphics





Modified the camera scene so that the cube is being viewed from the rear.



Successfully implemented a breakpoint to debug what is going on in the code.

