```
Aleix Serra Llorens
                                     INDI
                                                                      26/3/11
47844438E
                                                                          7- 0,5
0,5
    Void model Transform Cub A () {
         g/m: mat 4 TG (1.01);
         TG= 5(m: translate (TG, 5/m: rec3 (5,0,5));
        TG = glm: scale (TG, glm: 1223 (1,4,1));
        TG = glon : scale (TG, glon : vec3 (0.51));
       glunform Matrix 4fv (translos, 1, GL-FALSE, &TG [0](0]);
                                                                               X= 0,7
    void model Transform Cub 8 () 1
        g/m 1: mat 4 T6 (1.01);
                                                                   ×1=×a+ ×a= 1,7
        TG = glm: translate (TG, glm: vec3(5, 4.5,5));
                                                                  y1= ya+5+ xa=6,7
        TG=glm: scale (TG, glon: vec3(4,1,4));
        TG = g/m:: scale (TG, g/m: 1 vec3 (0.5f));
        gluniform Matrix 4 ful TransLoc, 1, GL-FALSE, &TG COJCOJ);
                                                                         Si és C1, 11
                                                                         rester a 5.
     void mode/Transform (11)}
                                                                         Si és (2, 11
                                                                         sumes a 5.
         g/m: mat4 To (1.0f);
  glas TG= translate (TG, glass vec3 ( 878, 6.78, 5)); float()
         TG=glm: rotate (TG, glm: radians (45.), glm: vec3 (6,0,1));
        TG = glm: scale (TG)glm:: vec3 (2.83, 1, 4));
        TG = glm:: scale (TG, glm:: vec3 (0.5 fl);
         g/Uniform Matrix 4 fv (TransLoc, 1, GL-FALSE, ATG [0][0])
      void model Transform (21){
           g/m::mat4 TG(1.01);
           TG = glm: translate (TG, glm: vec3 (675, 675, 5));
          T6 = g/m: totate (TG, gpg:: float (g/m: radians (-45.)), g/m: wec3 (0,0,1));
          TG = g/m: scale (TG, g/m: vec3 (2.83,1,4));
          TG = gln:: scale (TG, glm:: vec 3 (0.5 f));
          gl Uniform Matrix 4fv (TransLax, 1, 6L-FALSE, &TG [0] [0]);
```

$$VRP = (2, 1, 1)$$
 $OBS = (2, 12, 1)$
 $OP = (1, 0, 0)$
 $Thear = 10$
 $Tear = 10$
 $Ta = 1200 = 3$
 $Tov = 2 * arcty(3/10) = [33.4°]$

(2.2)

$$ra_{-}v = \frac{400}{1200} = 6,33 - cal ampler algade$$