<u>Scaling</u>   values   for

legs   ⟶   (0.02, 0.2, 0.02)

well   ⟶   Permutations of (1, 1, 0.04)

table top   ⟶   (0.6, 0.02, 0.6)

<u>Translation values for</u>

legs   ⟶   (0.4, -0.3, -0.4)   1st
                                                    2nd
             Replace x, y, z by 0   for 3rd, 4rd..

wall ⟶   (0, 0, 0.5)
             (-0.5, 0, 0)
             (0, -0.5, 0)

table top ⟶ (0.2, -0.18, -0.2)

<u>Teapot</u>

     ~~Rot~~ Translate ⟶ (0.3, 0, -0.3)
     glut Solid Teapot (0.2)

<u>for ALL</u>

   Rotate   50° in y axis
      ↓   10° in -x axis
                  11.7° in -z axis

Translate
   &
Scale
Solid Cube ( );

(20)

seen
6/6/23