CNG477 HW2



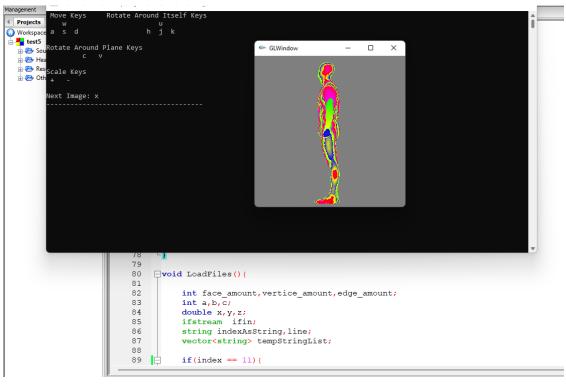
Season: Spring 2022

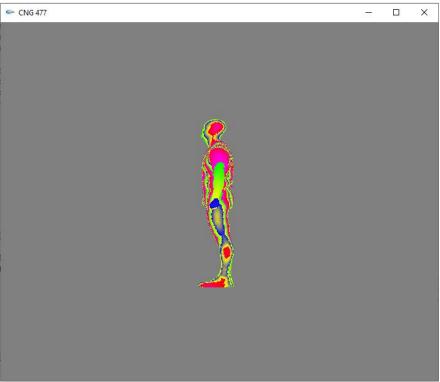
Student1: Berk Bekir Baran 2385193

Student2: Yavuz Erbaş 2243426

NOTE: Couldn't implemented GPU part and GUI :(

ORIGINAL

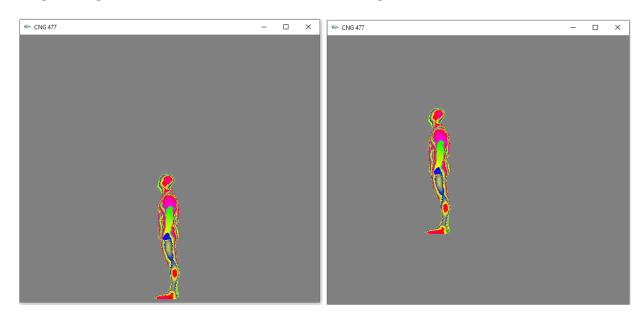




• Translation

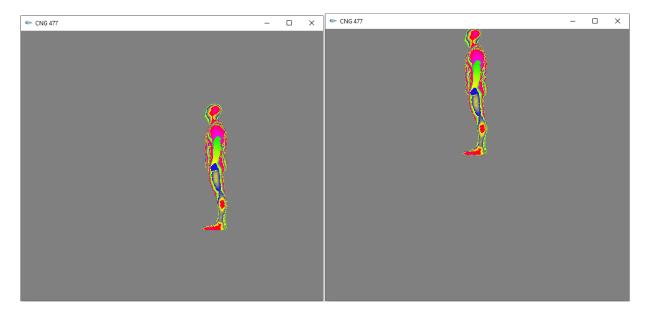
MOVE DOWN

MOVE LEFT



MOVE RIGHT

MOVE UP

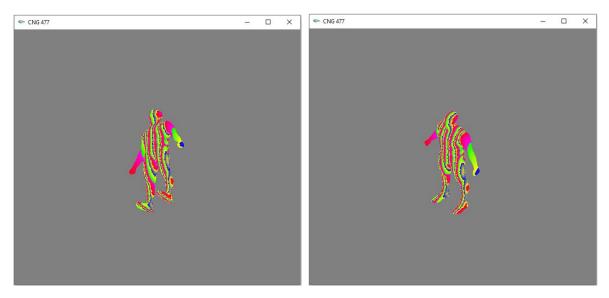


Rotation around an axis parallel to x-axis, y-axis, and z-axis

ROTATE UP

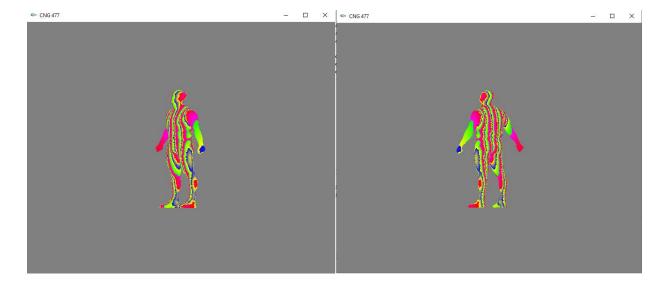
ROTATE DOWN

(note: in order to view properly rotated in left and right too)



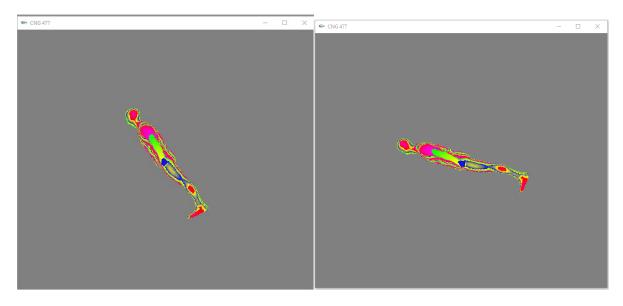
ROTATE LEFT

ROTATE RIGHT

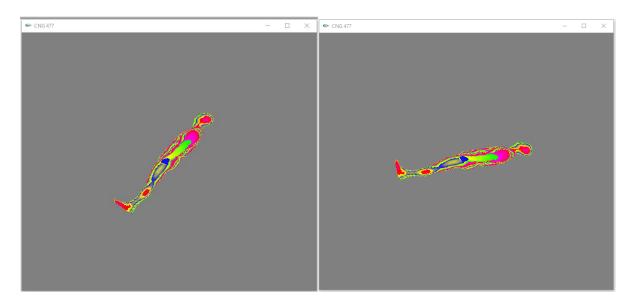


• Rotation around an arbitrary axis

ROTATE LEFT ON AXIS

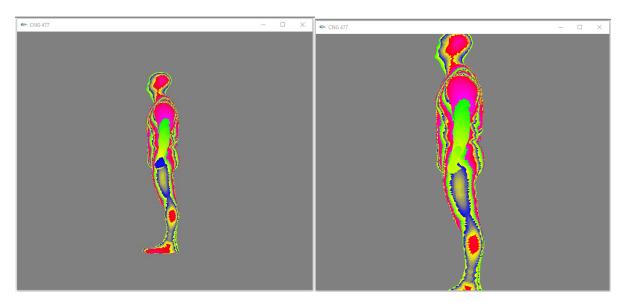


ROTATE RIGHT ON AXIS

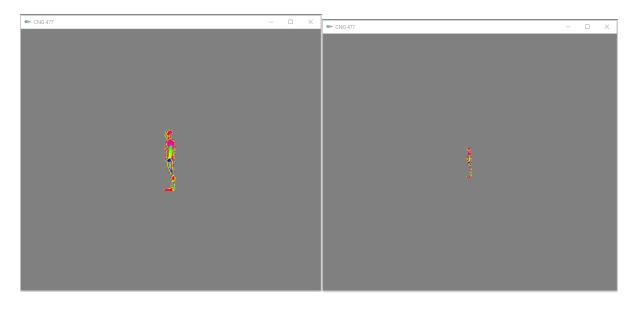


• Scaling w.r.t. a fixed point

SCALE UP



SCALE DOWN



EXTRAS

