1. **Modeling**: It should be noted that for most of the functions to make the project work were from the following websites:

- https://developer.mozilla.org/en-US/docs/Web/SVG/Attribute/transform
- https://www.w3schools.com/css/css3_2dtransforms.asp
- https://www.w3schools.com/css/css3_3dtransforms.asp
- https://www.w3schools.com/css/default.asp

In this project there should be Five total viewpoints:

1. Orthographic: representing three-dimensional objects in two dimensions

2. Projection: being able to view it at different viewpoints, primarily at one, two, and three
3. Decrement: I haven't been able to fully implement this part yet, but I do hope to sometime before the end of the semester
4. Isometric/Dimetric/Trimetric Projection: being represented on three spatial axes appearing unequally inclined and with equal distances along the axes

I also included sliders so that the user can manipulate the vectors of the matrices, overall this first implementation of the final project is still a work in progress but it should be straightforward.