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 two 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

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.