**Problems for Lab 10**

**Objective:**

**Geometric transformations in computer graphics do not reduce the visual quality of images[transformations are done in object space], whereas they reduce visual quality in image processing as interpolation is involved[transformations are done in image space]**

1. **Using built-in functions in OpenGL , draw polygon with 5 vertices of your choice and then do the following and display the results**
   1. **Translate the polygon with vector (a,b)**
   2. **Rotate the polygon with given theta**
   3. **Scale the polygon with the given scaling factor**
2. **Repeat the problem 1 , but use MATLAB or PYTHON with OpenCV for a), b) and c)**