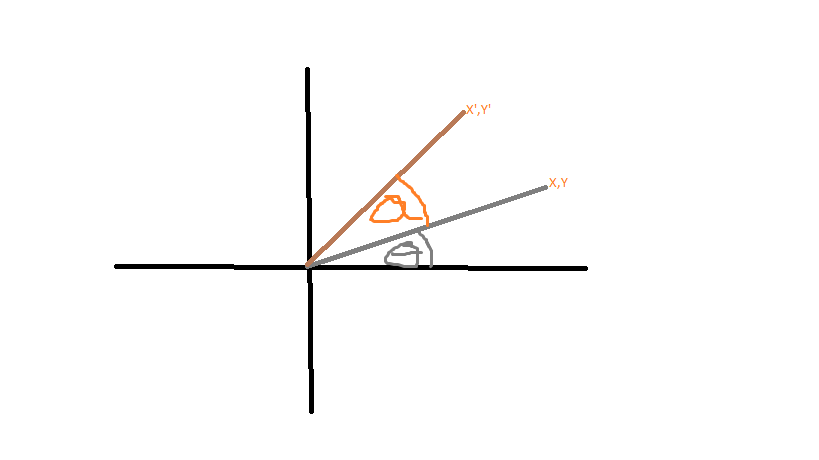
Question 2 Test

# Rotation Along Z-Axis



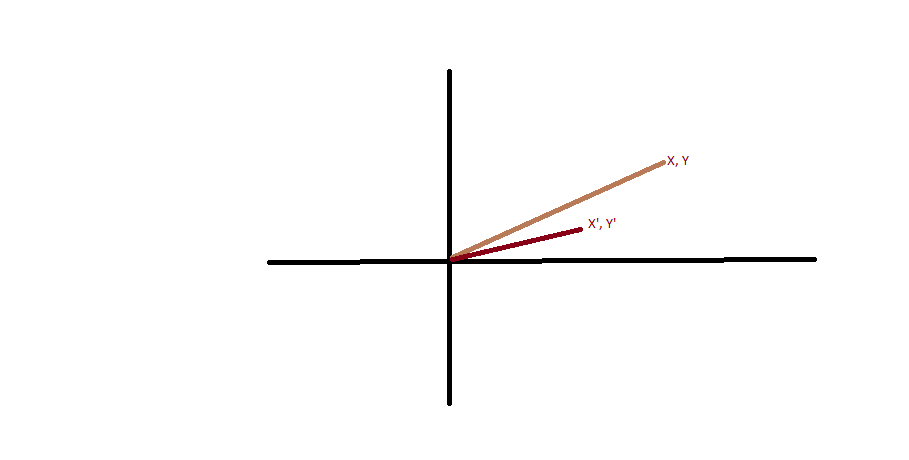
We can represent the original co-ordinates of the system as a vector

# Translation

We know that the original values:

We know that

# Scaling Matrix



The Original is scaled, Multiplied by a certain number such that it reduces or increases the co-ordinate system,

For example:

gl\_Position = vec4(x,y,z,w);

To scale this vector , new Vector =vec4(r\*x, p\*y, s\*z, w);

The

# Rotation Along X

# Rotation along Y