

## Transformation Lab – 2

Create the given object with co-ordinates (x,y) with a co-ordinate system of gluOrtho2D(-200, 200, -300, 300). The object has translated (tx=3, ty=4), rotated in 175 deg and scaled into (sx =3, sy=4). Draw both the original object before transformation and transformed object using OpenGL.

The Final output of the Object:

