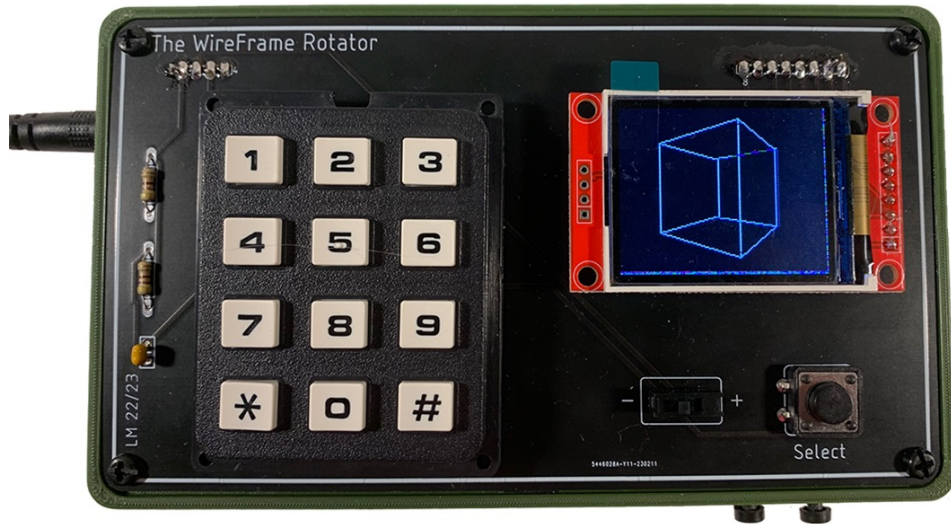
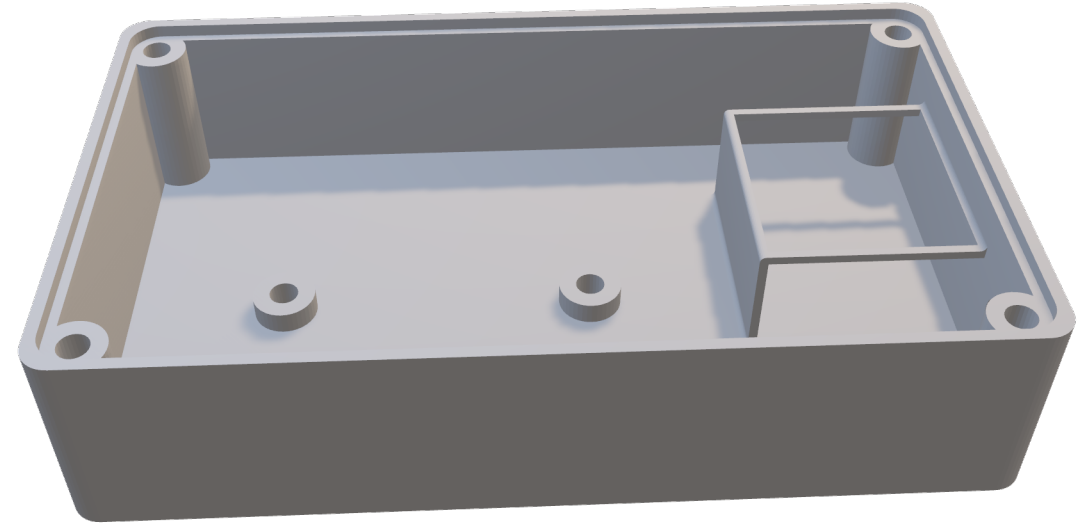


The WireFrame Rotator



$$\begin{bmatrix} X_{\text{new}} \\ Y_{\text{new}} \end{bmatrix} = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \times \begin{bmatrix} X_{\text{old}} \\ Y_{\text{old}} \end{bmatrix}$$

Rotation Matrix



Projection Mapping

