

## Implementation:

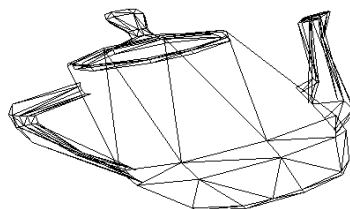
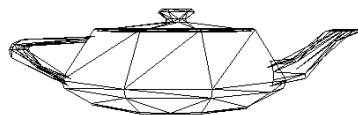
- In this practical assignment, I have implemented 3D Transformation, more specifically Model Transformation, View Transformation, Projection Transformation.

## Submission:

- In this assignment, I have modified Shader.vert file file.
- you can run the program by transMain.java file.
- 4 frustum projection Screen Shots are given below.

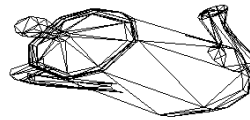
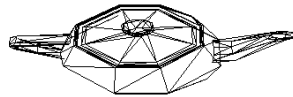
CG - 3D Transformation and Viewing

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CG - 3D Transformation and Viewing

— □ ×



- 4 orthographic Projection are given below.

CG - 3D Transformation and Viewing

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