A02 – Basic transforms

The Vulkan application whose source code is contained in file `Assignment02.cpp`, performs to 7 transformations using the matrices written in file `transforms.cpp`.

If you look at the code in `transforms.cpp`, you will see that all transforms are initialized to the identity matrix (which performs no transform), or to a small progressive translation along the *x-axis*. The goal is to modify such matrices to obtain the desired effect.

If you compile and run the application, you will the requested transform see at top of the window, and a wireframe view of the wanted result. If the wireframe and solid object matches, you have done it right! You can press space and move to the next transform.

In this exercise, you cannot use any third-party library (not even the **GLMlibrary** that will be briefly presented in the next lessons) to build the matrices. You might however write your own functions to create the matrices, or make them with external software such as Matlab and copy and paste the solutions in this assignment.

You can move the view using the same keys as in *Assigment0*:

ESC – quit the application			SPACE BAR – move to the next transform			
Q: roll left	**W**: forward	**E**: roll right	**R**: up		↑: look up	
A: left	**S**: backward	**D**: right	**F**: down	←: look left	↓: look down	→: look right