A02 – Basic transforms

The Vulkan application whose source code is contained in file `Assignment04.cpp`, shows a model of a space station, using the parallel projections contained `projectoions.cpp`.

The main parallel projection uses an half-width of 2, the aspect ratio passed in parameter *a*, and has the near and far planes located respectively at a distance of -4 and 12. This basic projection is then used to test *Isometric*, *Dimetric*, *Trimetric* and *Cabinet* axonometries.
If you look at the code in `projectoions.cpp`, you will see four different functions each one aimed at producing a different projection.

If you compile and run the application, you will the requested projection see at top of the window. In this example, there is no wireframe model to match, but the expected results are shown below. Please note that the aspect ratio must be maintained even if the user resizes the window.

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

ESC – quit the application			SPACE BAR – move to the next projection			
	W: forward		**R**: up			
A: left	**S**: backward	**D**: right	**F**: down	**X**: shows the walls in wireframe