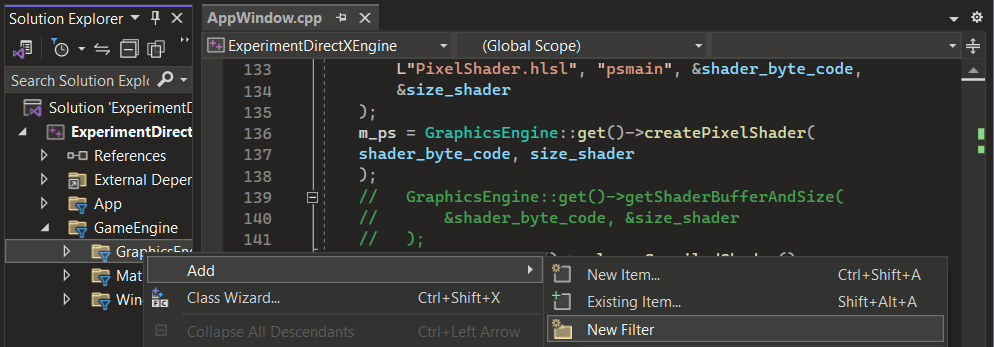
Readme: This project is licensed under the terms of the MIT license.

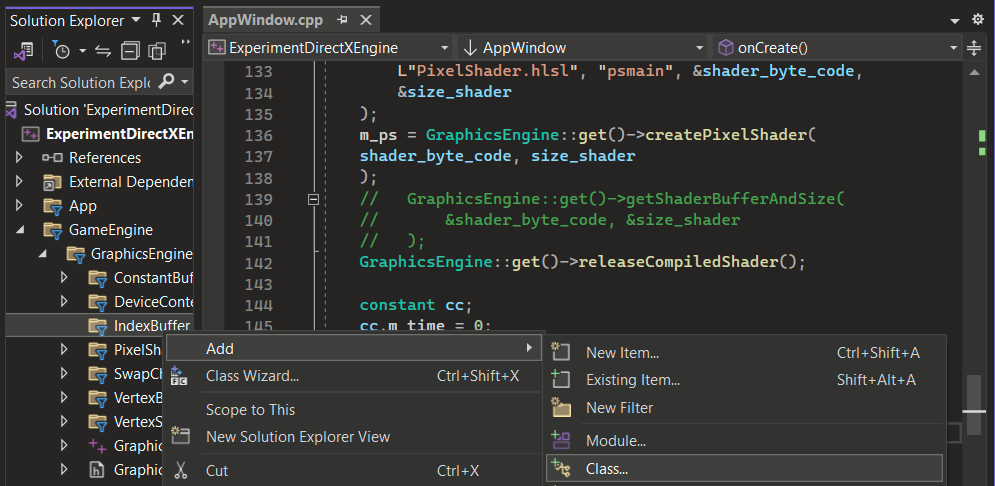
Video: [C++ 3D Game Tutorial 10: Creating 3D Engine - Transform Matrix](https://www.youtube.com/watch?v=7WlAIwd-jGk&list=PLv8DnRaQOs5-ST_VDqgbbMRtzMtpK36Hy&index=10)

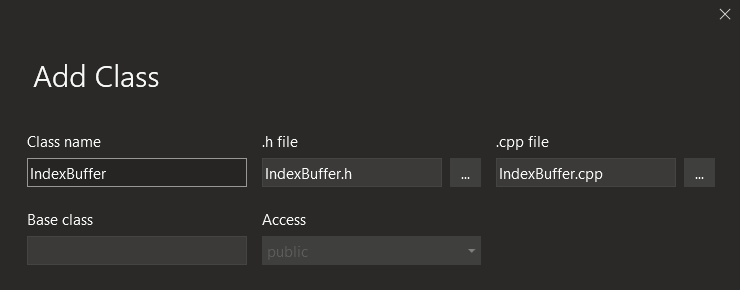
Author: Pardcode

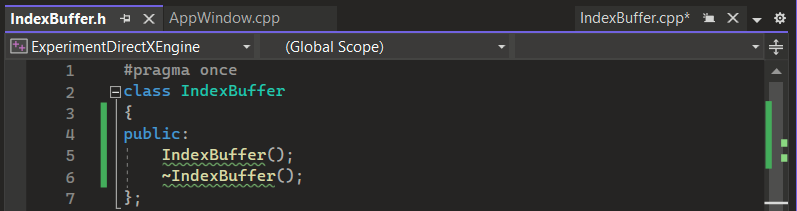
**11. Rendering 3D Cube**

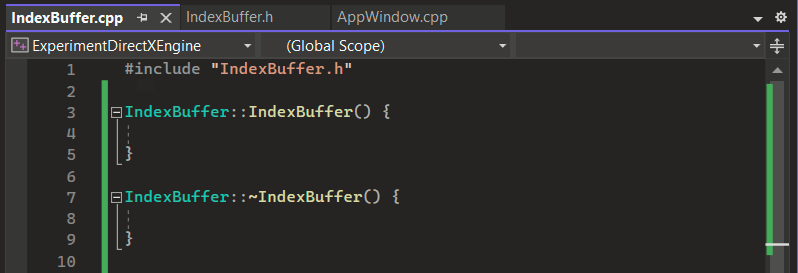
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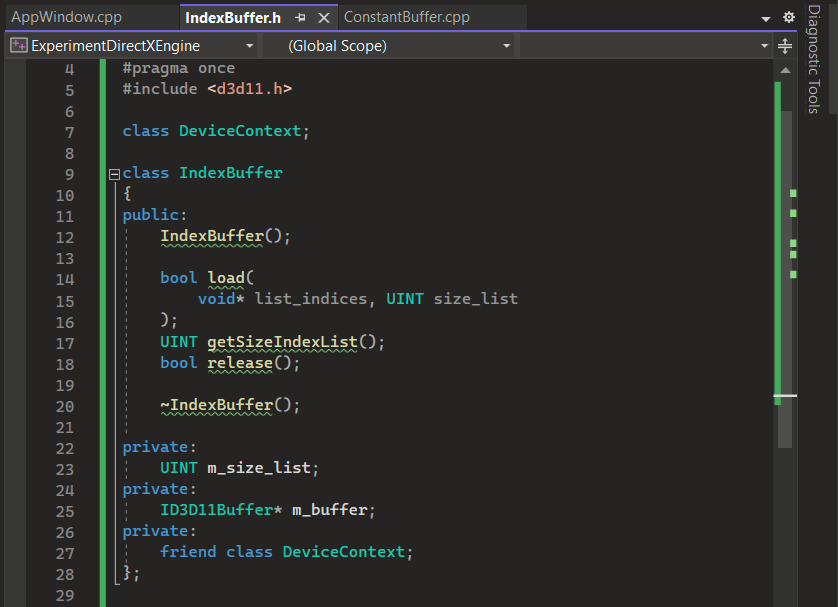




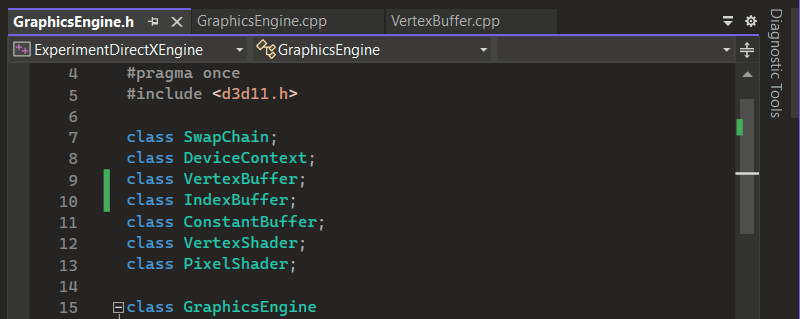


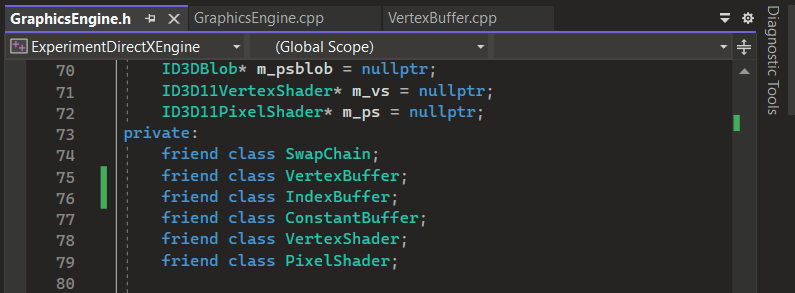


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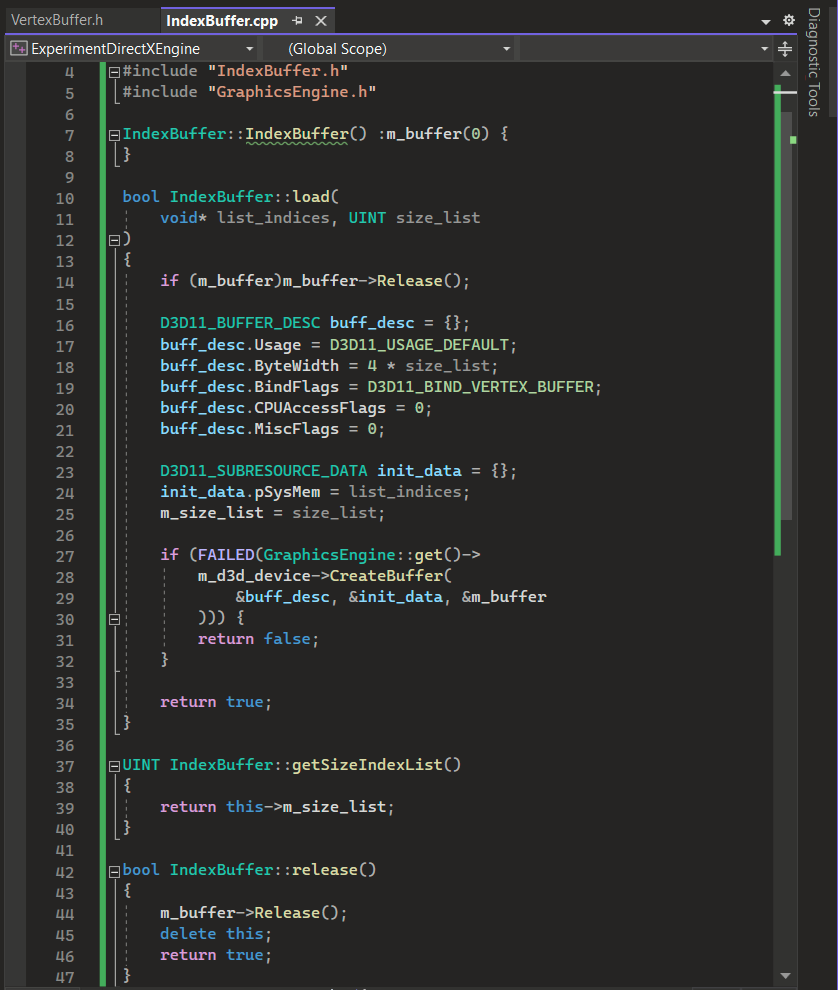


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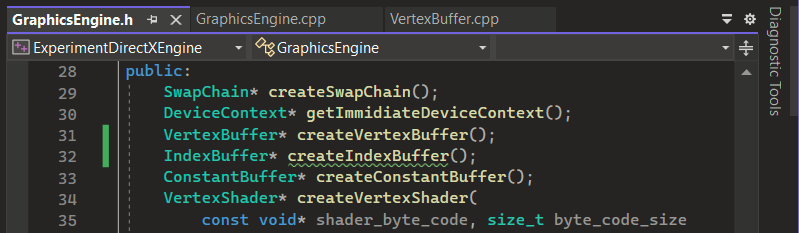


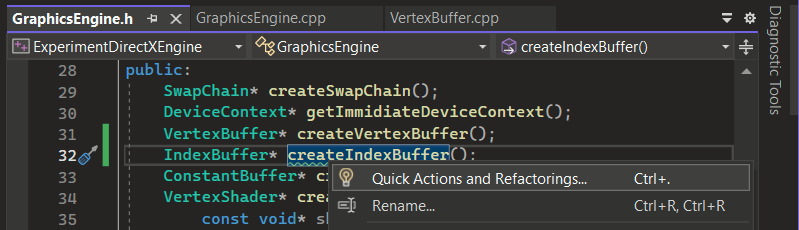


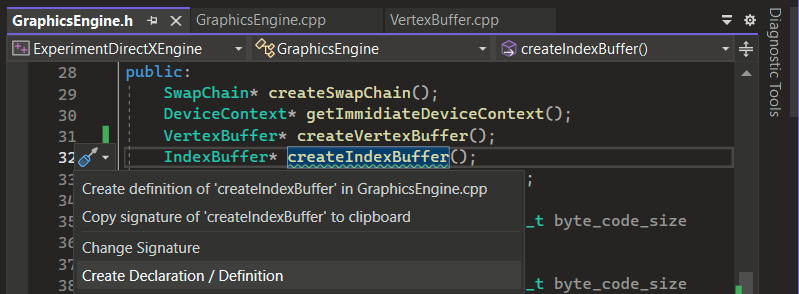
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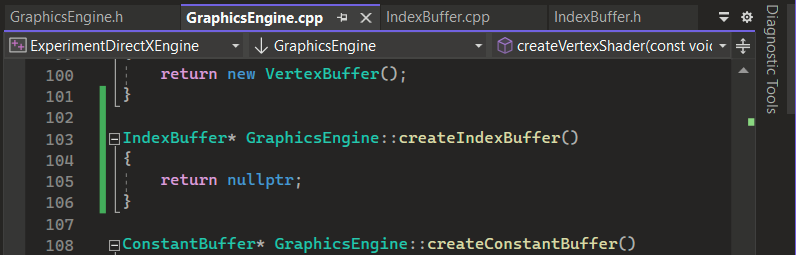


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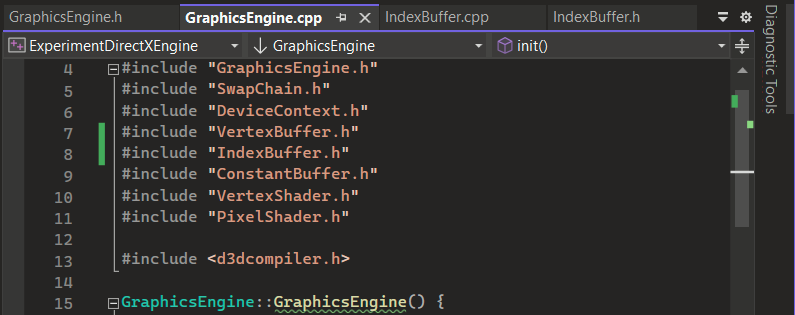


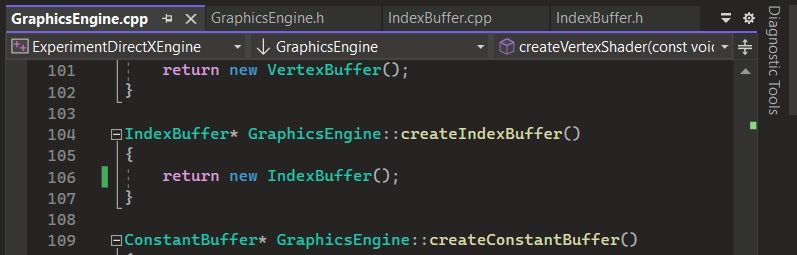




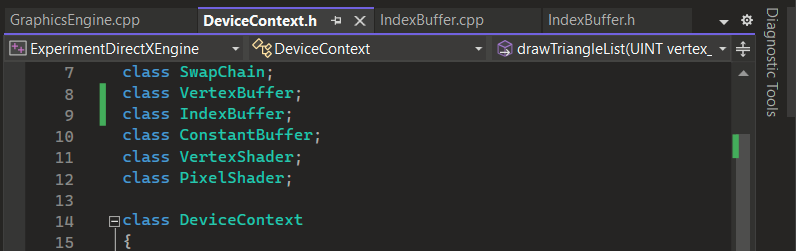


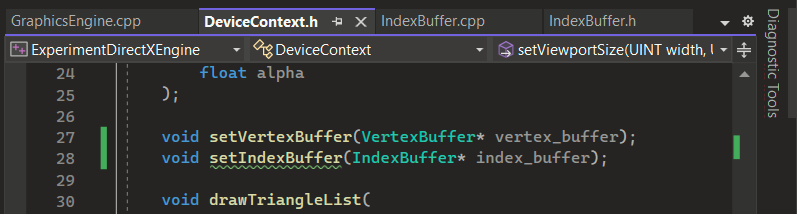
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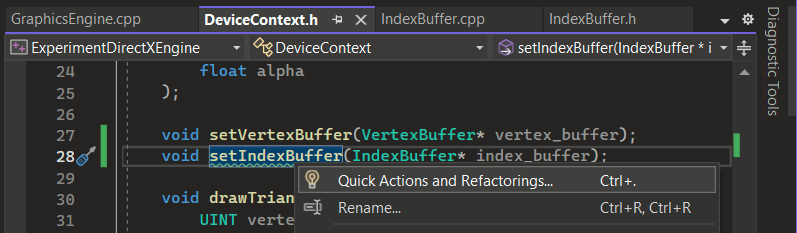


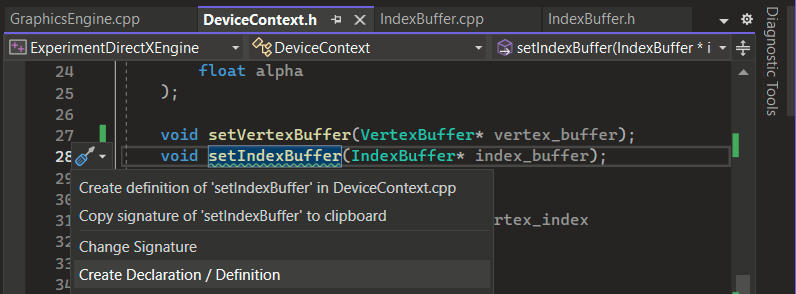


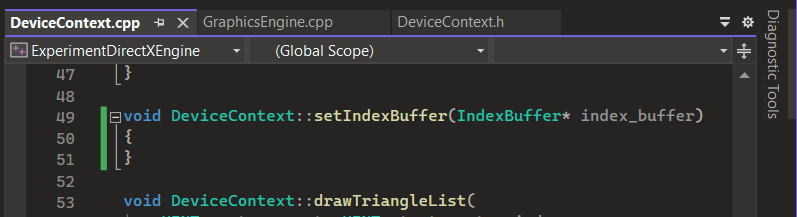
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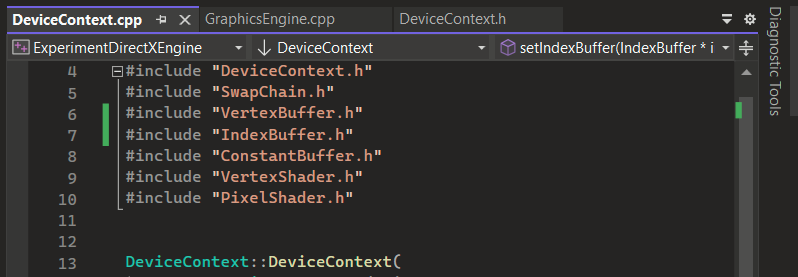


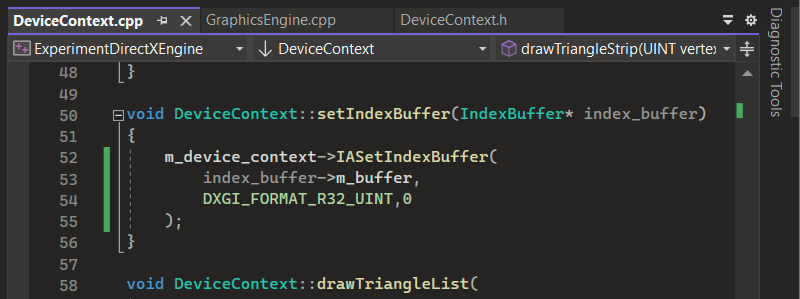




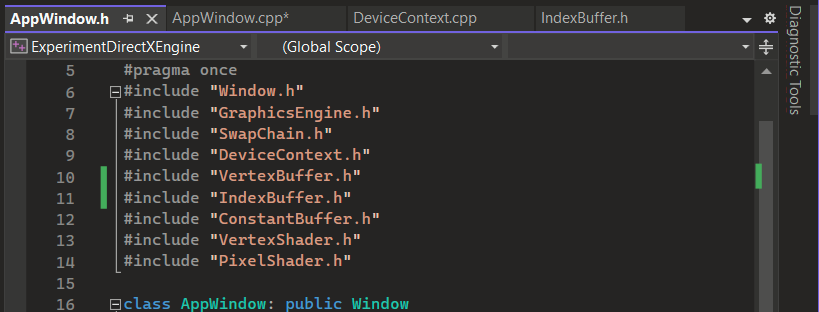


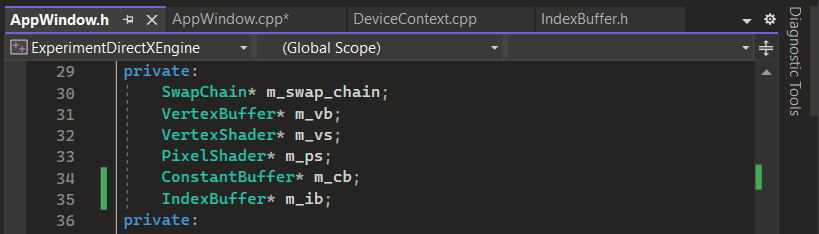
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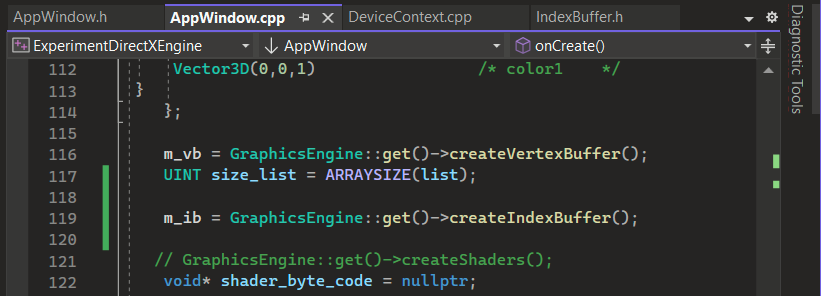


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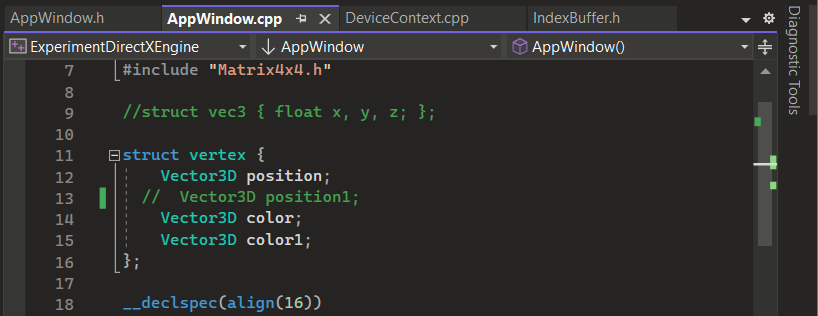




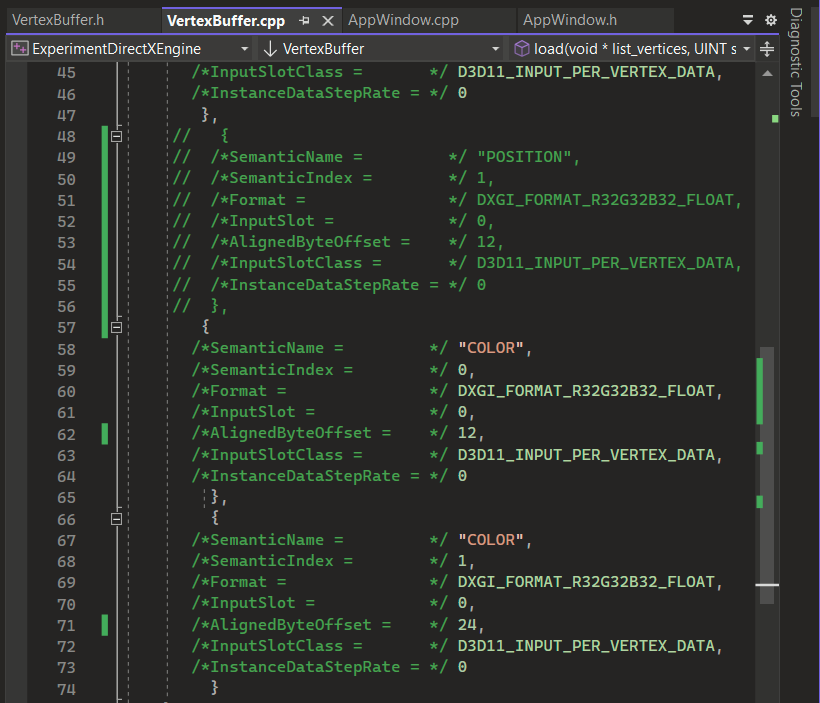
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11)

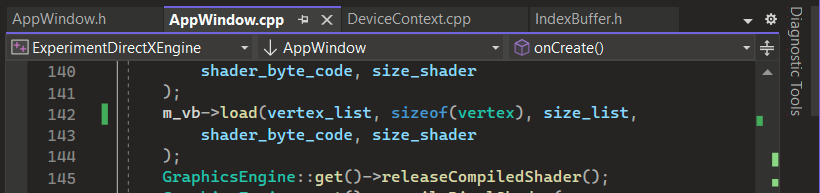


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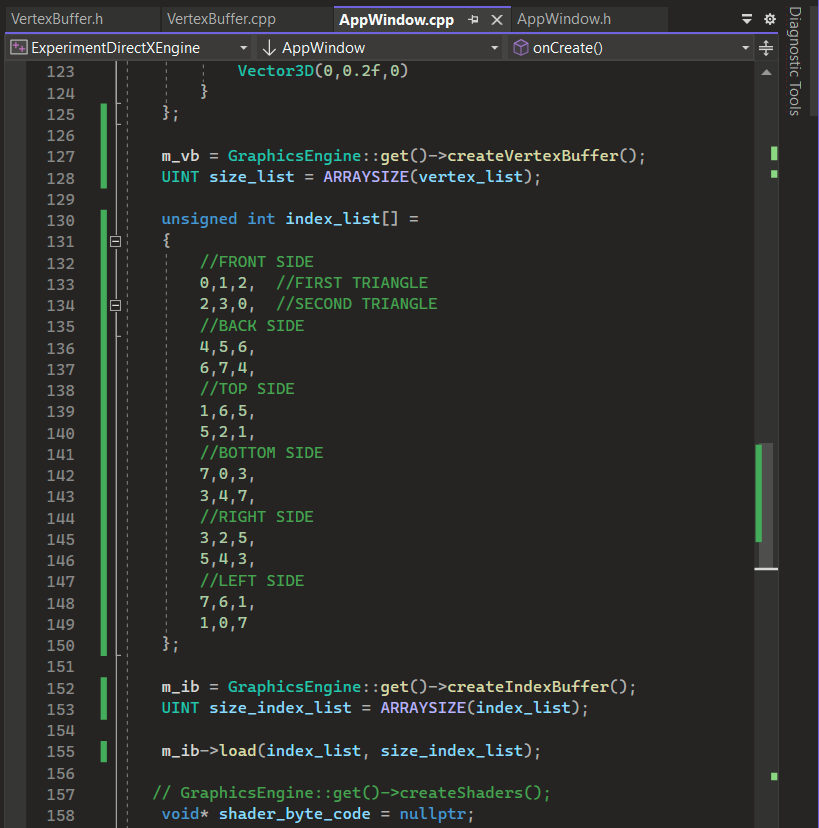


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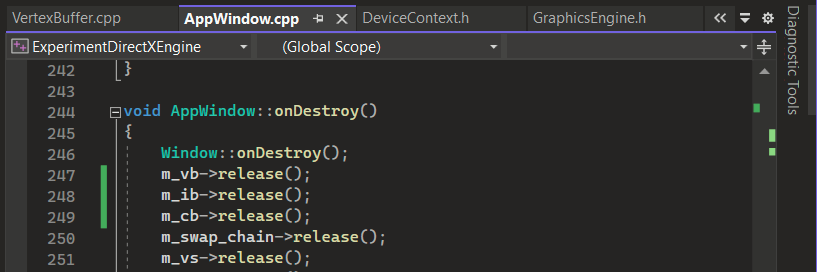




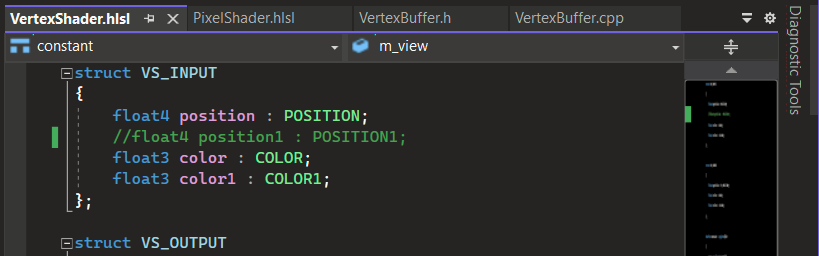
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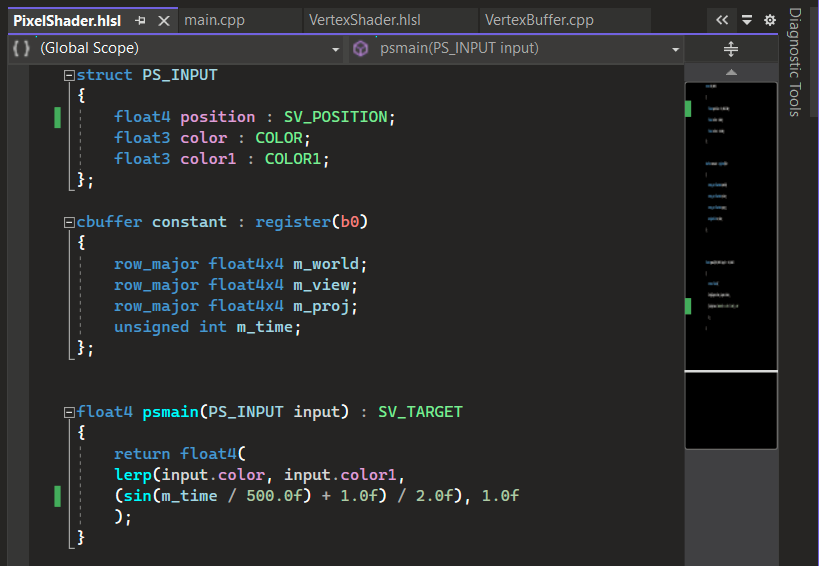


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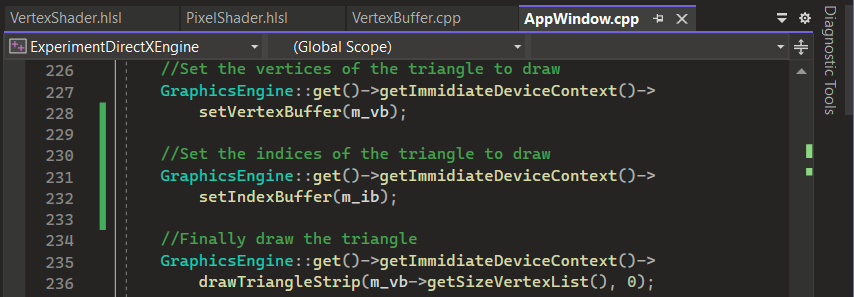


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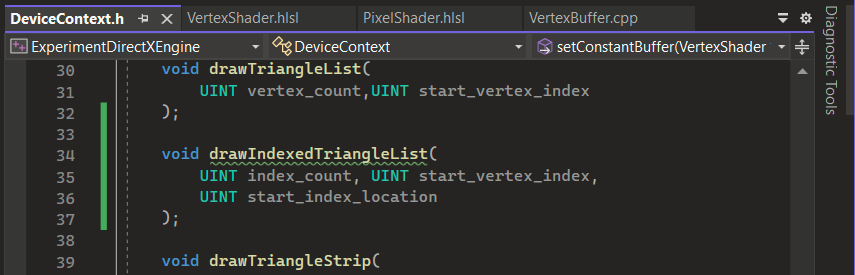


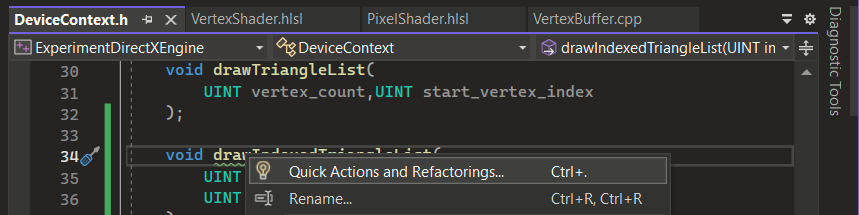


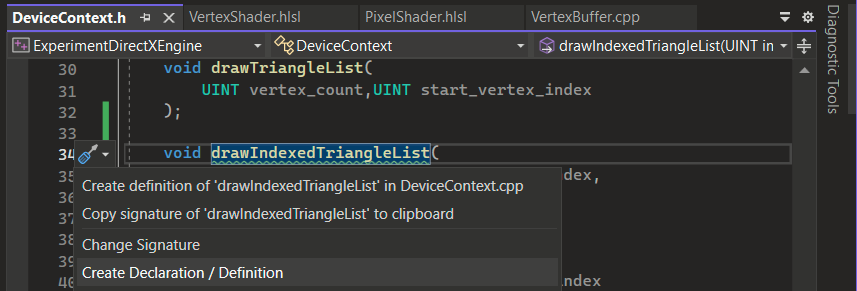
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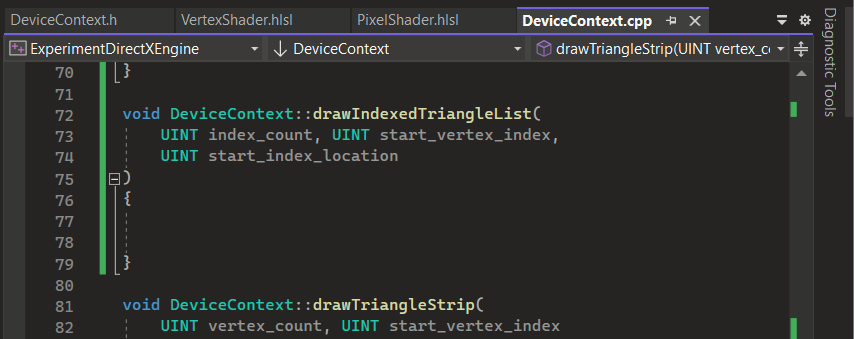


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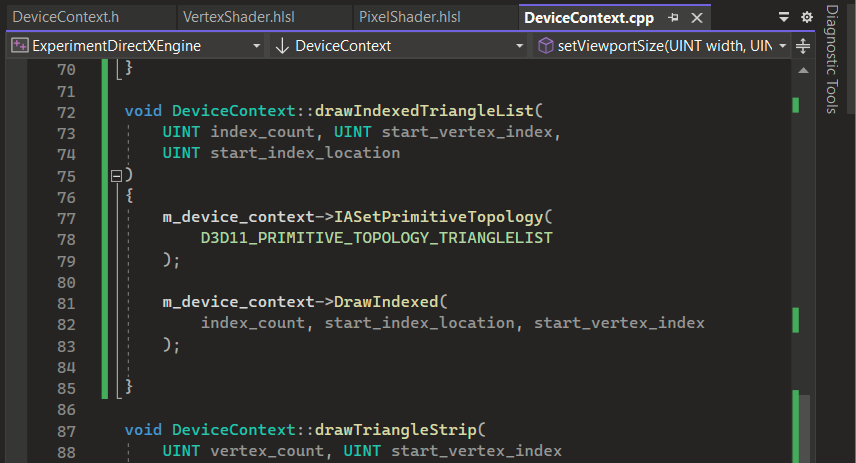




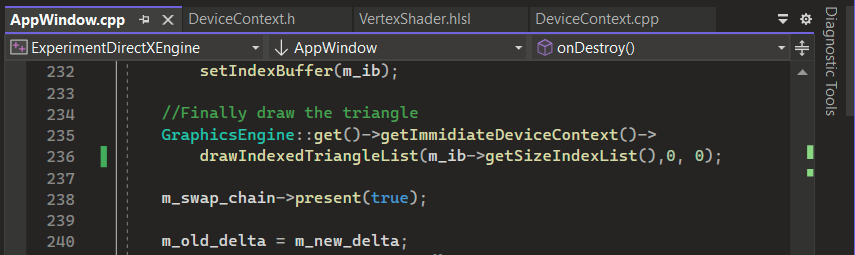




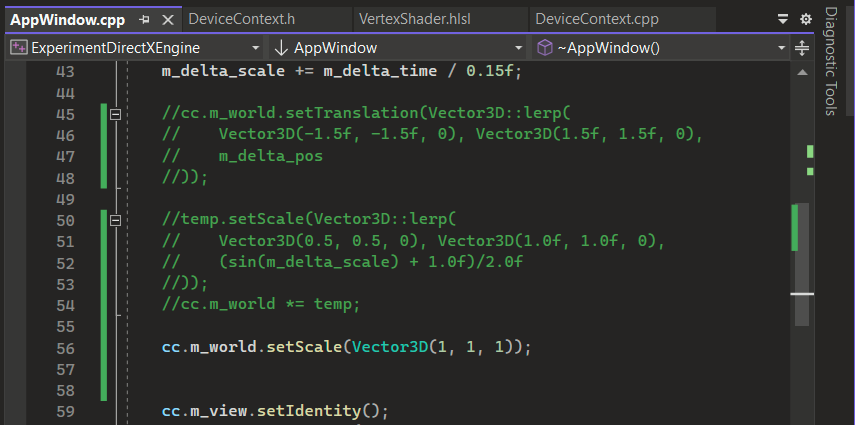
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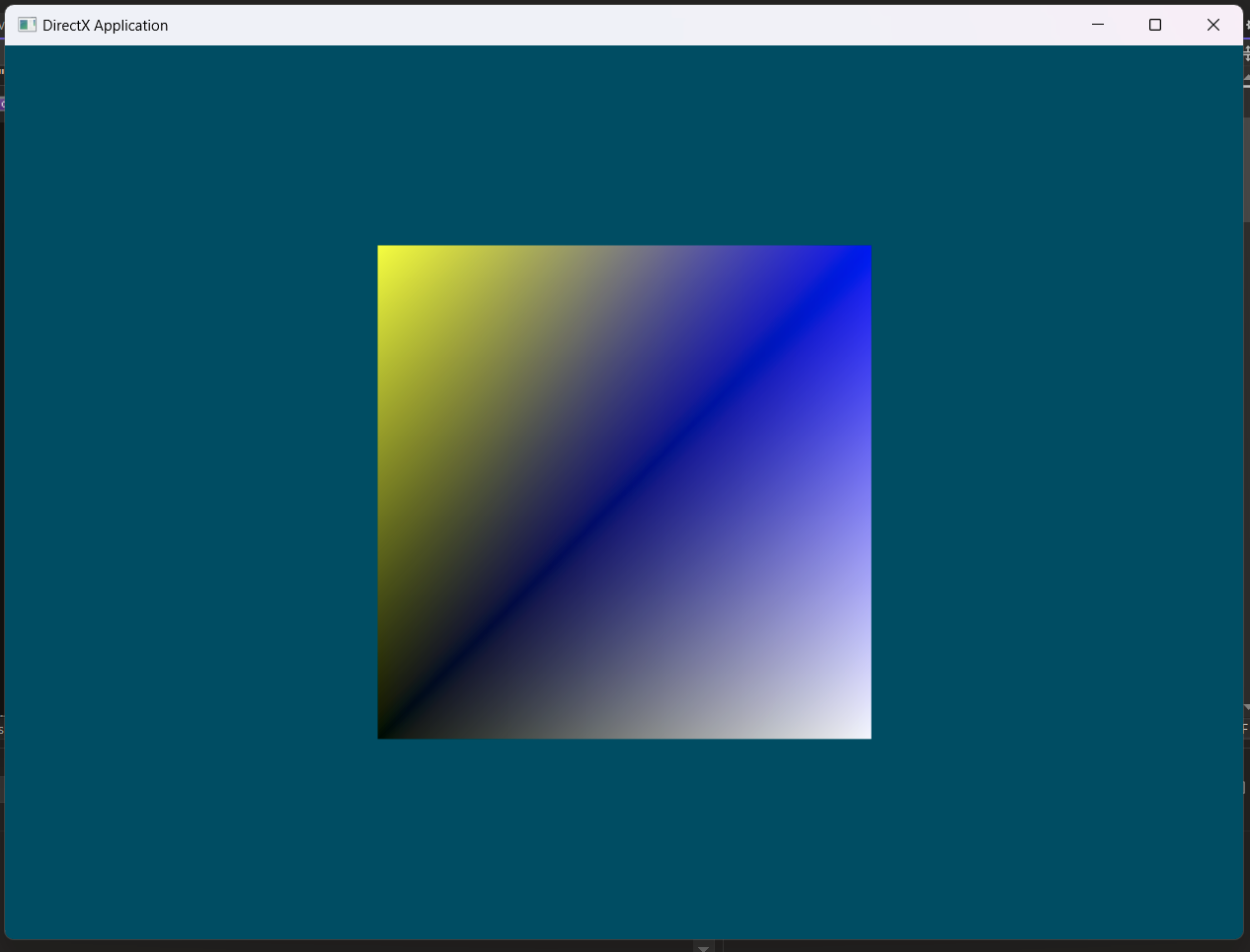
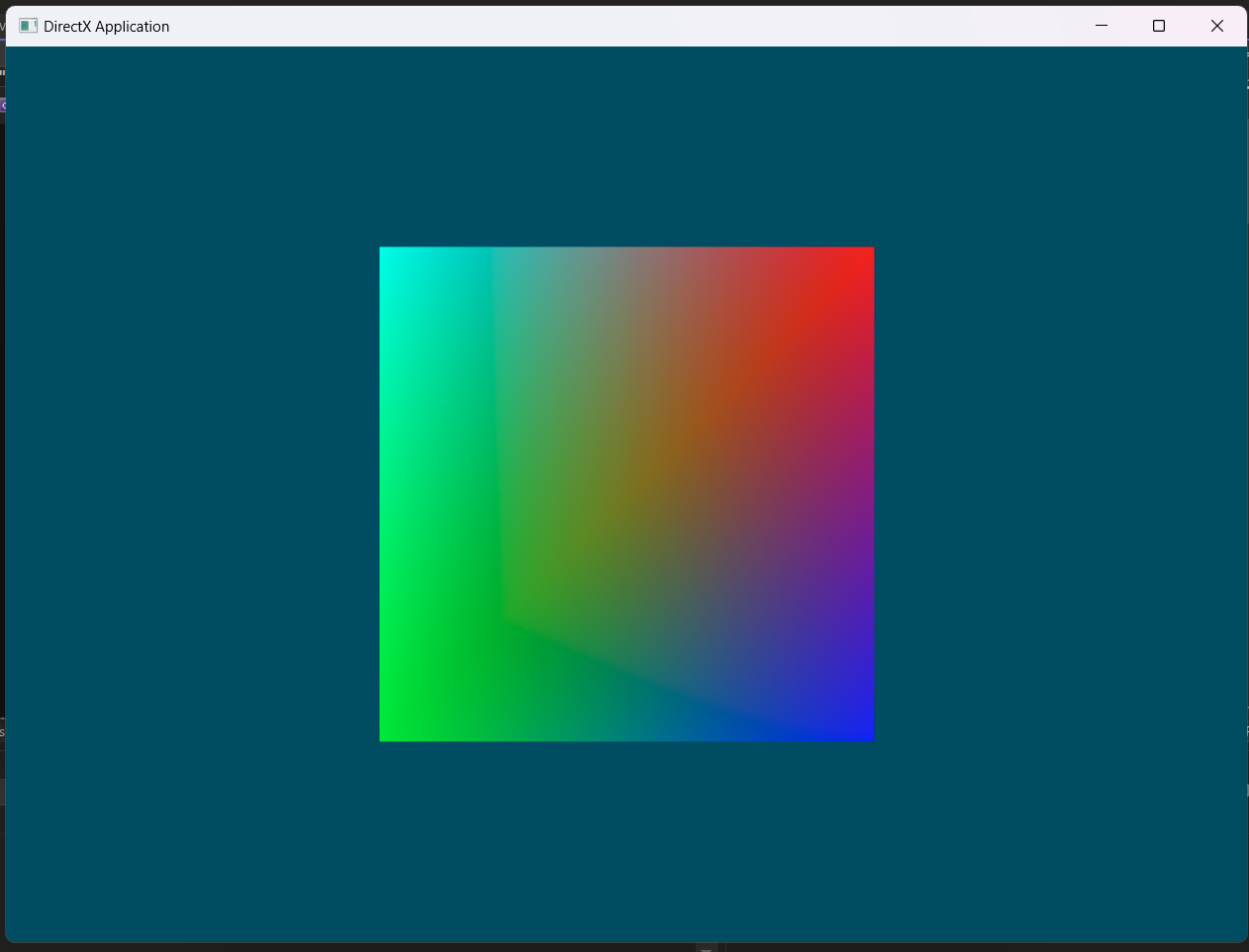


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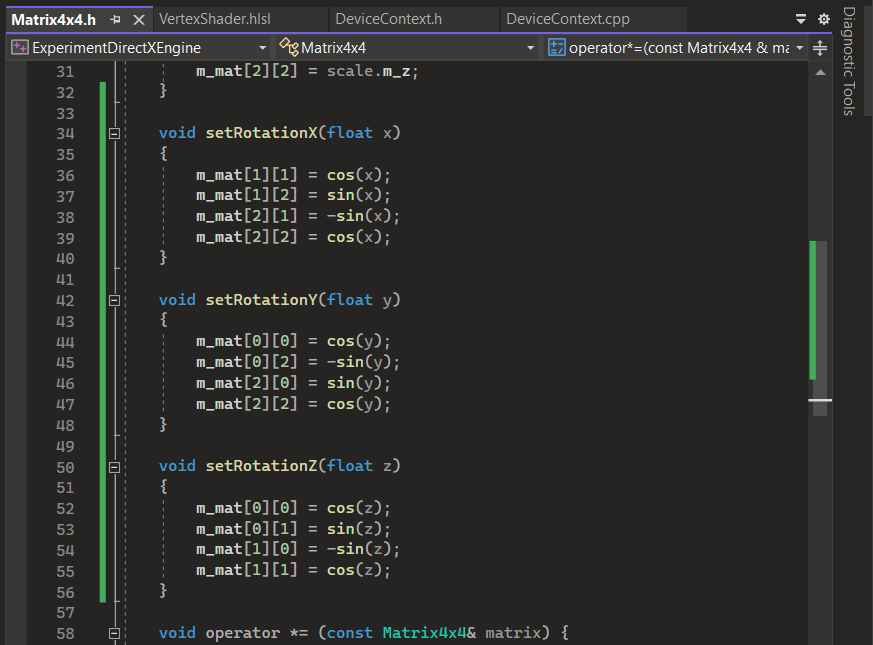


22)





23)



24)



25)

