4.9 T R S R^-1 T^ -1 translation rotation, scale and do again backwards

4.12 let a surface = p, dot called p0 and a vector n. Now have:

And then solve for p

5.0 any dot product or cross product of two vectors will result in a dot or a point and so the result of will not be a vector.

5.17 point = (x,y,z) Light source =(dx,dy,dz)

Projection(x+dx, y+dy, z+dz)

Now solve for =

Giving the following matrix multiplication: