

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
UCS1712 – GRAPHICS AND MULTIMEDIA LAB

Lab Exercise 8: 3-Dimensional Transformations in C++ using OpenGL

Perform the following basic 3D Transformations on any 3D Object.

- 1) Translation
- 2) Rotation
- 3) Scaling

Use only homogeneous coordinate representation and matrix multiplication to perform transformations.

Set the camera to any position on the 3D space. Have (0,0,0) at the center of the screen. Draw X , Y and Z axis.