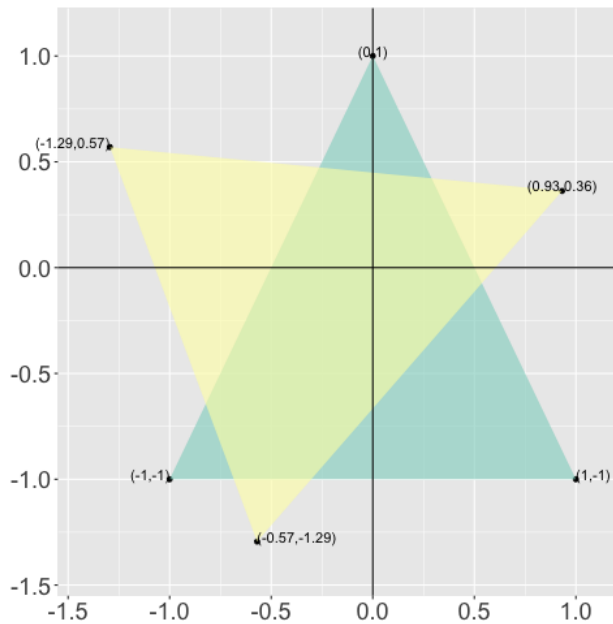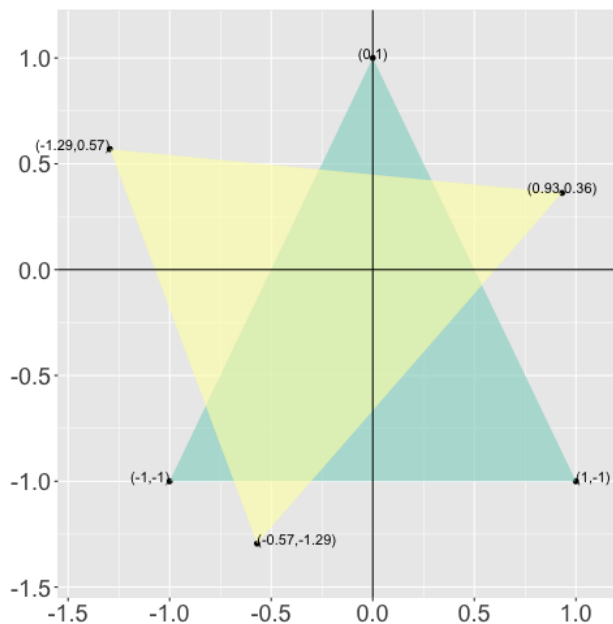1. Create a matrix to rotate a point 1.68 radians around the z-axis.
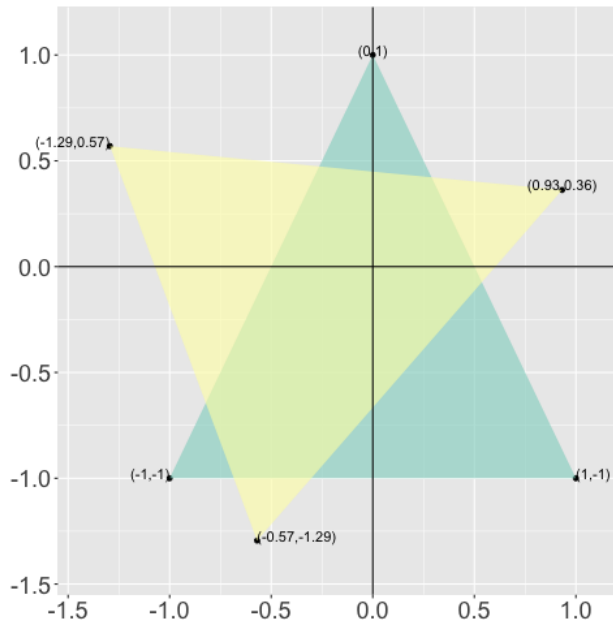

2. Create a matrix to transform the green triangle into the yellow triangle.

3. Create a matrix to rotate a point 0.46 radians around the z-axis.

4. Create a matrix to translate a point 3 in the x direction and -1 in the y direction and 3 in the z direction, and then scale a point 3.51 along the y-axis, and then rotate a point 1.29 radians around the z-axis.

5. Create a matrix to scale a point 2.05 along the x-axis and 0.92 along the y-axis and 1.59 along the z-axis, and then rotate a point 1.70 radians around the z-axis, and then translate a point 4 in the x direction and 3 in the y direction.
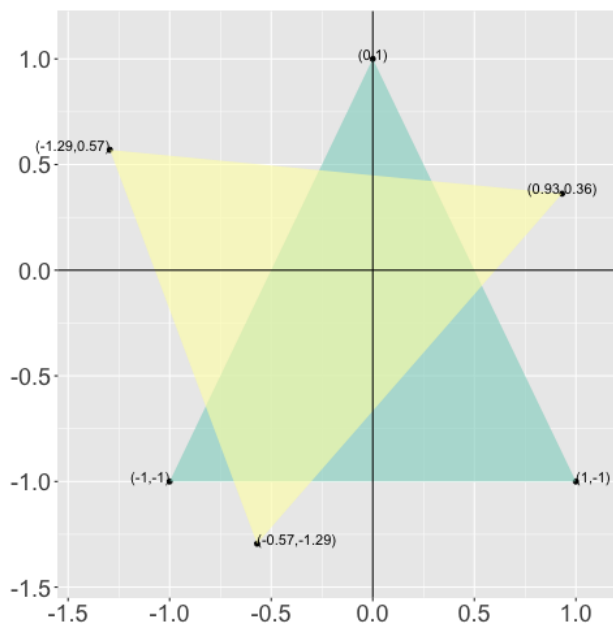

6. Create a matrix to transform the green triangle into the yellow triangle.

7. Create a matrix to rotate a point 1.41 radians around the z-axis, and then scale a point 4.05 along the x-axis and 4.66 along the y-axis and 1.65 along the z-axis.

8. Create a matrix to scale a point 1.37 along the x-axis and 3.37 along the y-axis and 4.83 along the z-axis.

9. Create a matrix to translate a point -5 in the x direction and 3 in the y direction and -1 in the z direction.
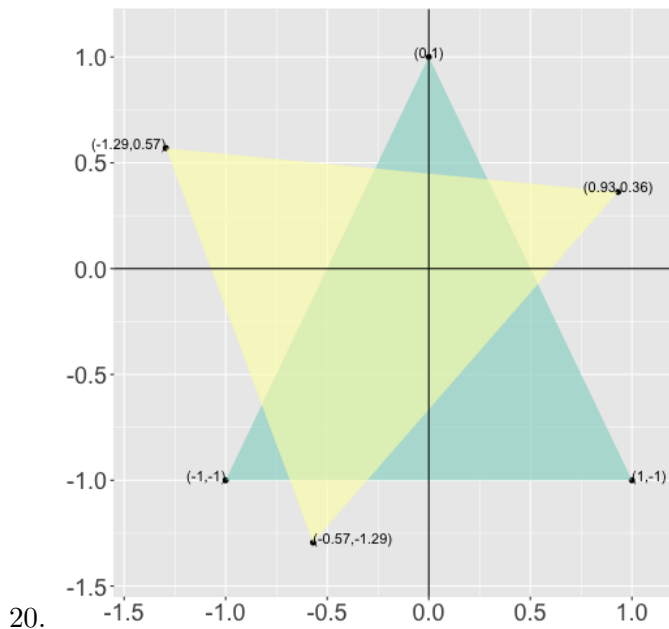
10.

Create a matrix to transform the green triangle into the yellow triangle.

11. Create a matrix to translate a point -2 in the x direction and 1 in the y direction and 2 in the z direction.

12. Create a matrix to rotate a point 1.38 radians around the z-axis.
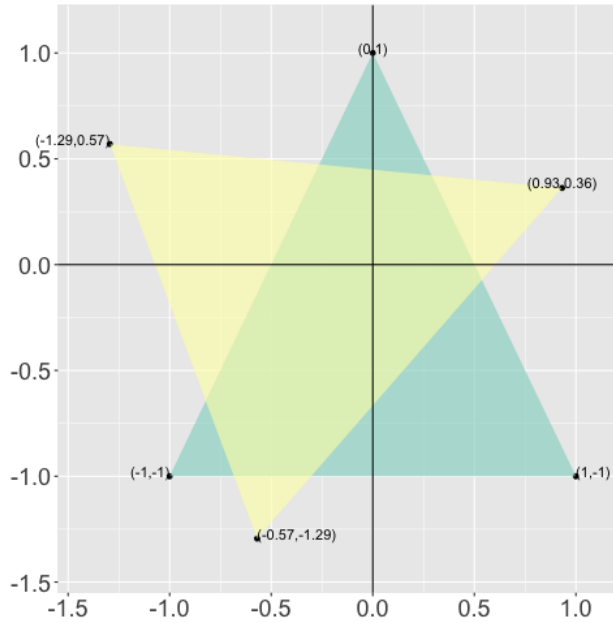
13.

Create a matrix to transform the green triangle into the yellow triangle.

14. Create a matrix to rotate a point 1.39 radians around the z-axis.

15. Create a matrix to scale a point 2.75 along the z-axis.

16. Create a matrix to rotate a point 0.59 radians around the z-axis.

17. Create a matrix to scale a point 1.35 along the x-axis and 1.86 along the y-axis and 2.04 along the z-axis, and then rotate a point 0.41 radians around the z-axis.

18. Create a matrix to scale a point 2.27 along the z-axis.

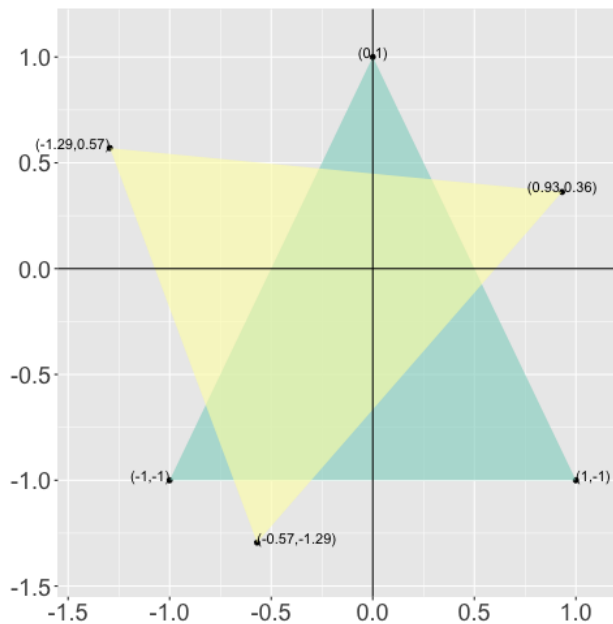19. Create a matrix to rotate a point 0.56 radians around the z-axis.

20.

Create a matrix to transform the green triangle into the yellow triangle.

21. Create a matrix to rotate a point 1.40 radians around the z-axis, and then scale a point 0.88 along the x-axis and 1.64 along the z-axis.

22. Create a matrix to rotate a point 0.56 radians around the z-axis.

23. Create a matrix to rotate a point 0.90 radians around the z-axis, and then scale a point 2.51 along the x-axis and 3.36 along the y-axis and 2.79 along the z-axis.

24. Create a matrix to rotate a point 1.77 radians around the z-axis, and then scale a point 4.04 along the y-axis and 3.83 along the z-axis, and then translate a point 1 in the x direction and -4 in the y direction and -2 in the z direction.

25. Create a matrix to rotate a point 0.82 radians around the z-axis.

26. Create a matrix to translate a point 2 in the x direction and -2 in the y direction and 1 in the z direction.

27. Create a matrix to transform the green triangle into the yellow triangle.

28. Create a matrix to transform the green triangle into the yellow triangle.

29. Create a matrix to translate a point 1 in the z direction.

30. Create a matrix to translate a point 2 in the x direction and 1 in the y direction and 3 in the z direction.

31. Create a matrix to rotate a point 0.65 radians around the z-axis.

32. Create a matrix to rotate a point 1.13 radians around the z-axis.

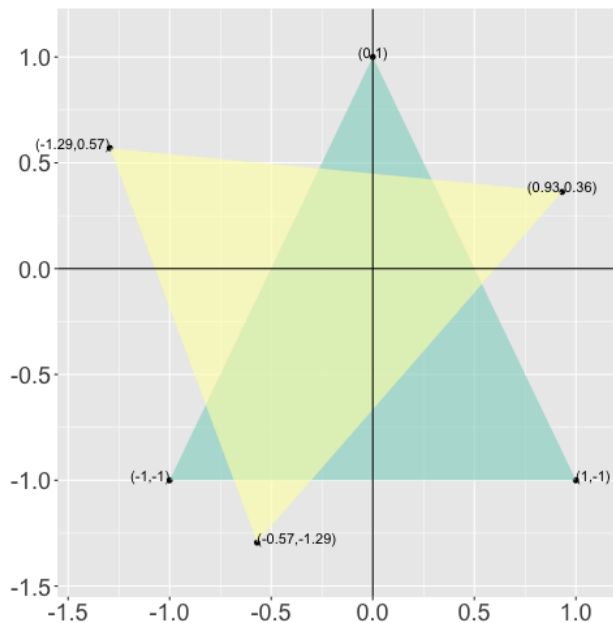33. Create a matrix to transform the green triangle into the yellow triangle.

34. Create a matrix to scale a point 0.42 along the x-axis and 2.87 along the y-axis, and then translate a point -4 in the y direction and -1 in the z direction, and then rotate a point 1.60 radians around the z-axis.

35. Create a matrix to rotate a point 0.43 radians around the z-axis.

36. Create a matrix to scale a point 3.97 along the x-axis, and then translate a point 3 in the x direction and -5 in the y direction, and then rotate a point 1.21 radians around the z-axis.

37. Create a matrix to scale a point 0.50 along the x-axis and 3.41 along the z-axis.
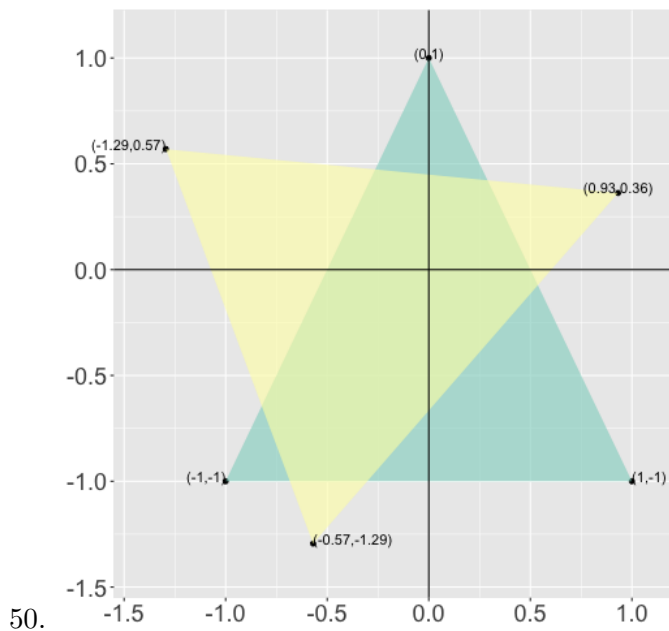
38. Create a matrix to scale a point 4.62 along the y-axis.

39.

Create a matrix to transform the green triangle into the yellow triangle.

40. Create a matrix to translate a point -1 in the x direction and 3 in the y direction and -5 in the z direction.

41. Create a matrix to scale a point 2.94 along the x-axis and 4.91 along the y-axis and 0.50 along the z-axis.

42. Create a matrix to rotate a point 0.68 radians around the z-axis.

43. Create a matrix to scale a point 1.46 along the x-axis and 2.20 along the z-axis.

44. Create a matrix to translate a point 1 in the x direction and -4 in the y direction and 4 in the z direction.

45. Create a matrix to scale a point 1.51 along the x-axis and 3.15 along the z-axis.

46. Create a matrix to translate a point -4 in the y direction and 3 in the z direction.

47. Create a matrix to scale a point 4.53 along the y-axis.

48. Create a matrix to translate a point -3 in the x direction and -1 in the y direction and 2 in the z direction.

49. Create a matrix to translate a point 4 in the x direction and 1 in the y direction and -5 in the z direction.
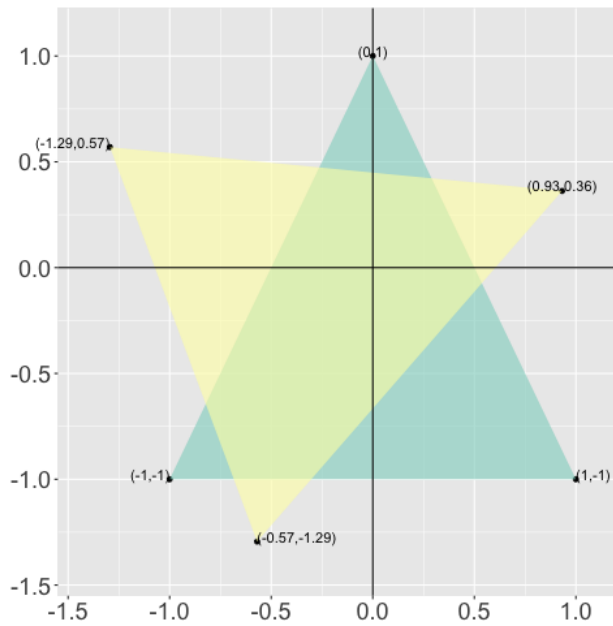
50.

Create a matrix to transform the green triangle into the yellow triangle.

51.

Create a matrix to transform the green triangle into the yellow triangle.

52. Create a matrix to translate a point -4 in the x direction and 1 in the y direction and 1 in the z direction.
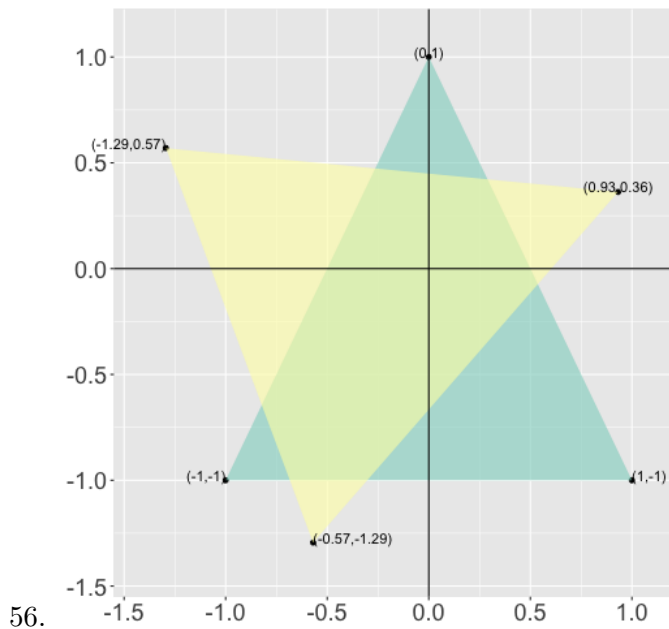
53.

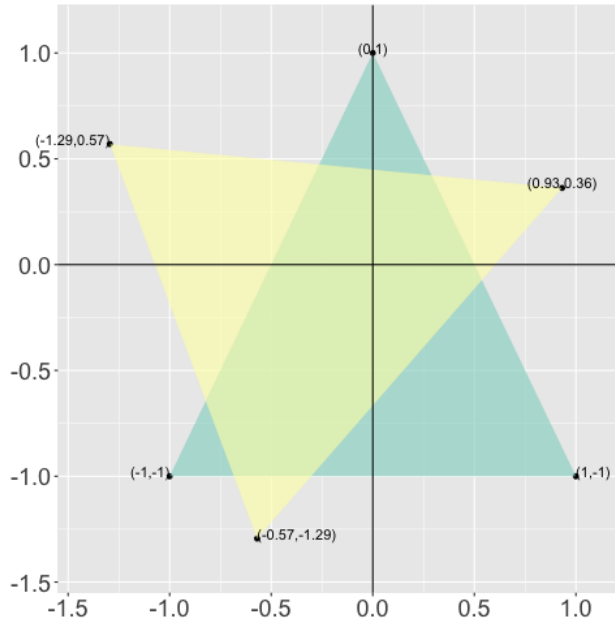Create a matrix to transform the green triangle into the yellow triangle.

54. Create a matrix to translate a point 3 in the x direction and -4 in the y direction and -4 in the z direction, and then scale a point 3.50 along the x-axis and 1.83 along the y-axis, and then rotate a point 0.83 radians around the z-axis.

55. Create a matrix to rotate a point 1.36 radians around the z-axis.

56. Create a matrix to transform the green triangle into the yellow triangle.

57. Create a matrix to translate a point 1 in the x direction and -2 in the y direction and -3 in the z direction.

58. Create a matrix to scale a point 4.29 along the x-axis.

59. Create a matrix to scale a point 3.89 along the y-axis and 1.36 along the z-axis.

60. Create a matrix to scale a point 1.14 along the x-axis and 0.50 along the z-axis.

61. Create a matrix to translate a point -3 in the x direction and -5 in the y direction and 3 in the z direction, and then scale a point 1.15 along the y-axis.

62. Create a matrix to scale a point 4.36 along the x-axis and 4.80 along the y-axis and 1.79 along the z-axis.
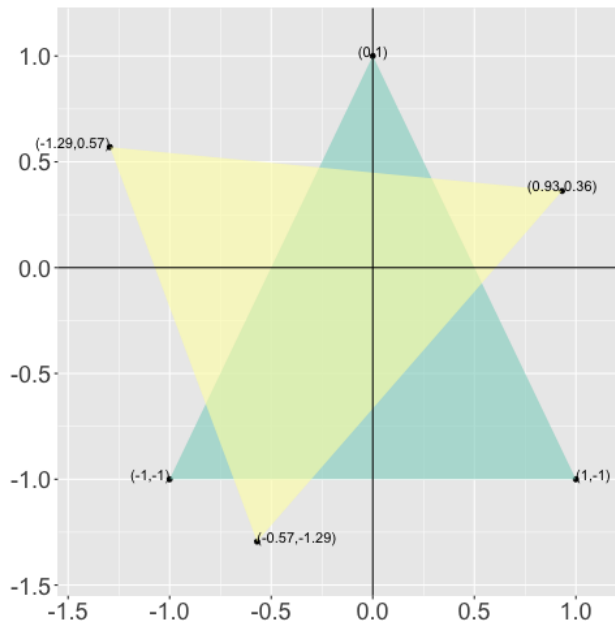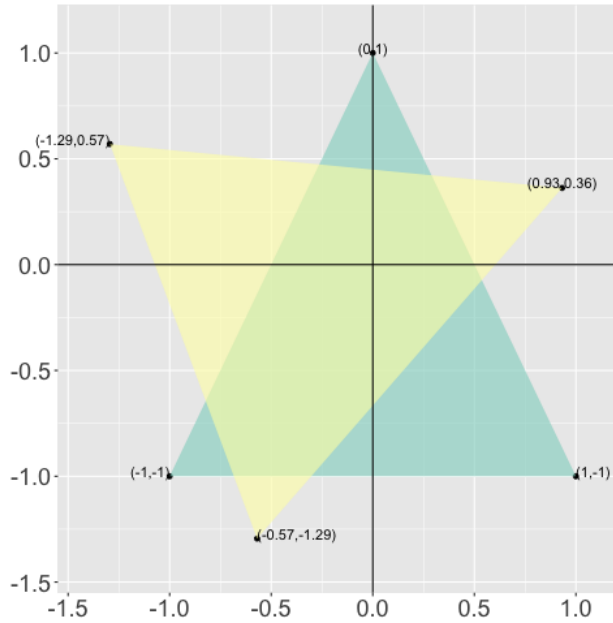
63. Create a matrix to transform the green triangle into the yellow triangle.

64. Create a matrix to rotate a point 0.66 radians around the z-axis, and then translate a point -2 in the x direction and -3 in the y direction and -1 in the z direction.
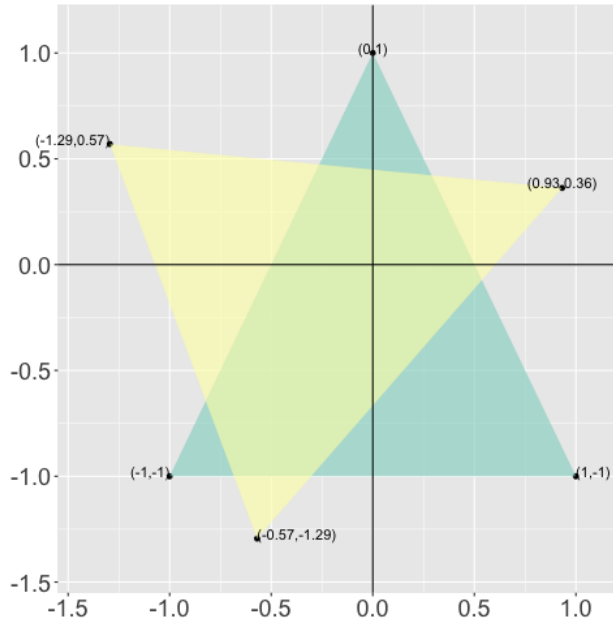

65. Create a matrix to transform the green triangle into the yellow triangle.
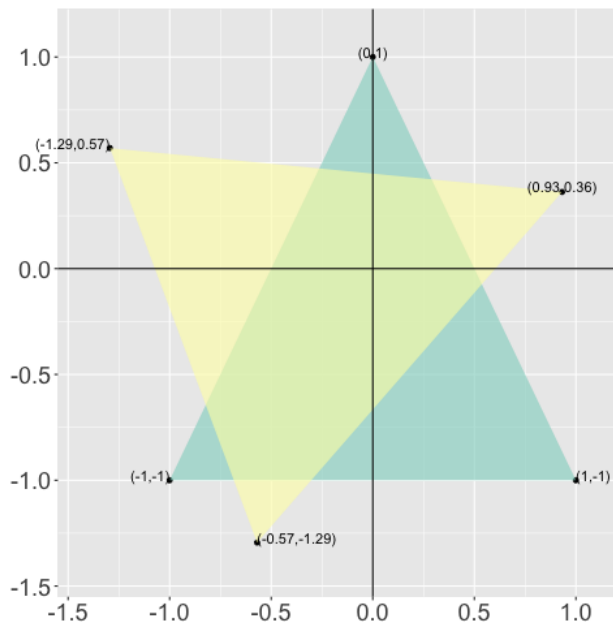
66. Create a matrix to transform the green triangle into the yellow triangle.

67. Create a matrix to rotate a point 1.65 radians around the z-axis, and then scale a point 3.10 along the x-axis and 3.41 along the z-axis.

68. Create a matrix to scale a point 4.06 along the y-axis and 3.60 along the z-axis, and then translate a point -4 in the x direction and -2 in the y direction and -3 in the z direction.

69. Create a matrix to scale a point 1.90 along the x-axis and 1.24 along the y-axis.

70. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and 3 in the z direction, and then scale a point 4.45 along the y-axis and 3.92 along the z-axis.

71. Create a matrix to scale a point 1.61 along the z-axis.

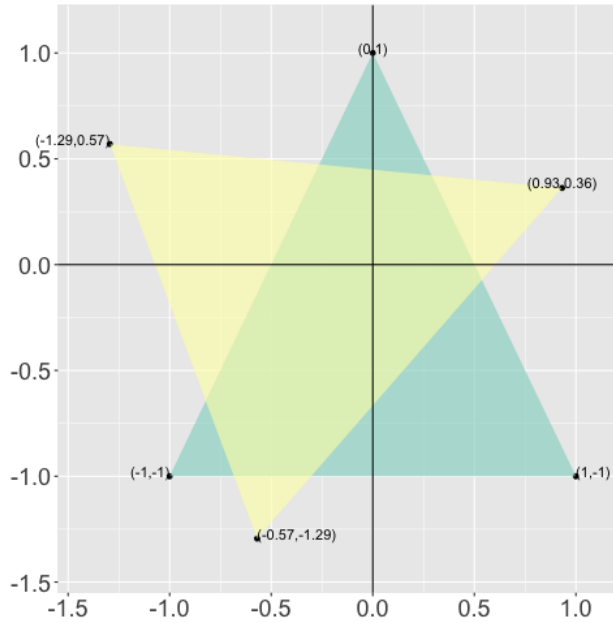72. Create a matrix to rotate a point 0.66 radians around the z-axis.

73.

Create a matrix to transform the green triangle into the yellow triangle.

74.

Create a matrix to transform the green triangle into the yellow triangle.

75. Create a matrix to scale a point 0.40 along the x-axis and 0.35 along the y-axis and 4.05 along the z-axis, and then rotate a point 0.47 radians around the z-axis, and then translate a point 2 in the x direction and -3 in the z direction.

76. Create a matrix to translate a point -5 in the x direction and -4 in the z direction.

77. Create a matrix to scale a point 3.32 along the x-axis.
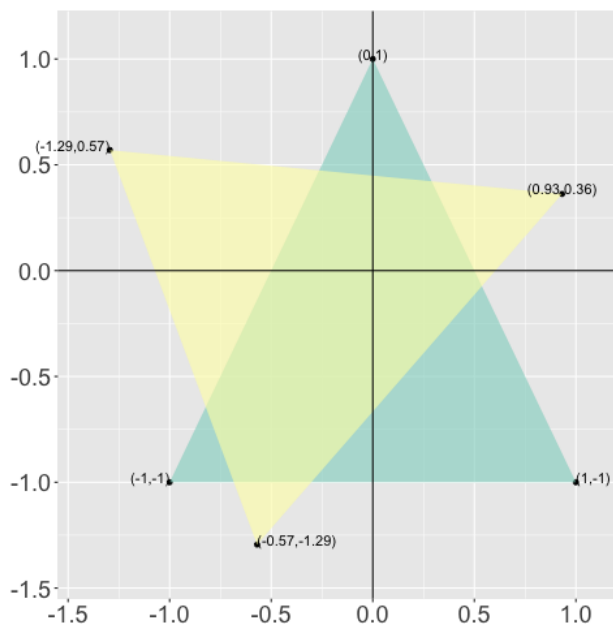
11

78. Create a matrix to transform the green triangle into the yellow triangle.

79. Create a matrix to translate a point 2 in the x direction and -4 in the y direction and -3 in the z direction.

80. Create a matrix to scale a point 1.21 along the z-axis, and then translate a point -1 in the x direction and 4 in the y direction and 4 in the z direction.

81. Create a matrix to scale a point 2.47 along the y-axis.

82. Create a matrix to scale a point 0.91 along the x-axis.

83. Create a matrix to transform the green triangle into the yellow triangle.

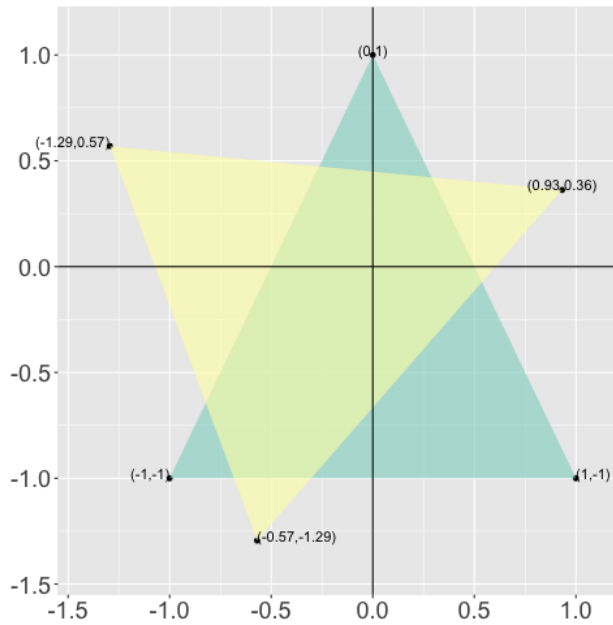84. Create a matrix to rotate a point 1.29 radians around the z-axis.

85. Create a matrix to transform the green triangle into the yellow triangle.

86. Create a matrix to translate a point -1 in the x direction and -4 in the y direction.

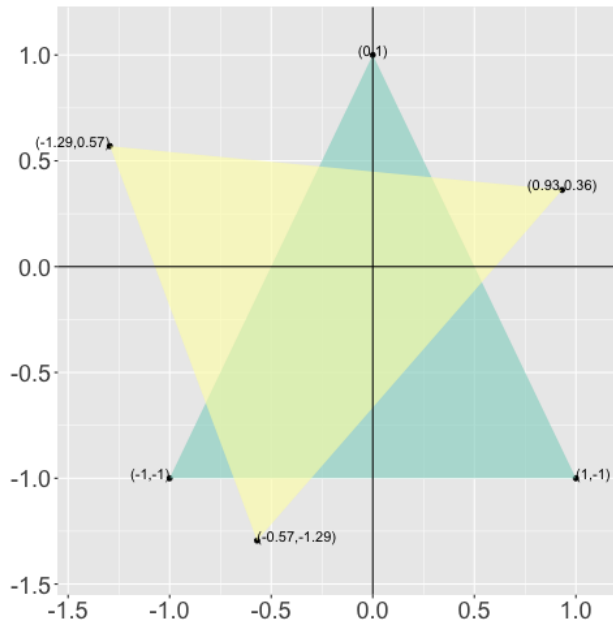87. Create a matrix to rotate a point 0.46 radians around the z-axis.

88. Create a matrix to transform the green triangle into the yellow triangle.

89. Create a matrix to rotate a point 0.60 radians around the z-axis.

90. Create a matrix to rotate a point 1.62 radians around the z-axis, and then scale a point 2.79 along the y-axis, and then translate a point 3 in the x direction and 3 in the y direction and 3 in the z direction.

91. Create a matrix to rotate a point 0.99 radians around the z-axis, and then translate a point -3 in the x direction and -5 in the y direction and 2 in the z direction, and then scale a point 3.61 along the z-axis.

92. Create a matrix to scale a point 1.66 along the x-axis and 1.65 along the y-axis and 3.33 along the z-axis.

93. Create a matrix to translate a point 2 in the y direction.

94. Create a matrix to scale a point 0.58 along the y-axis and 3.51 along the z-axis.

95. Create a matrix to rotate a point 0.20 radians around the z-axis, and then scale a point 0.60 along the y-axis and 4.61 along the z-axis, and then translate a point 2 in the x direction and -3 in the y direction and 1 in the z direction.

96. Create a matrix to scale a point 2.86 along the x-axis and 4.71 along the y-axis.

97. Create a matrix to translate a point -3 in the y direction and -4 in the z direction.

98. Create a matrix to rotate a point 0.87 radians around the z-axis, and then translate a point -5 in the x direction and -2 in the y direction and -2 in the z direction.

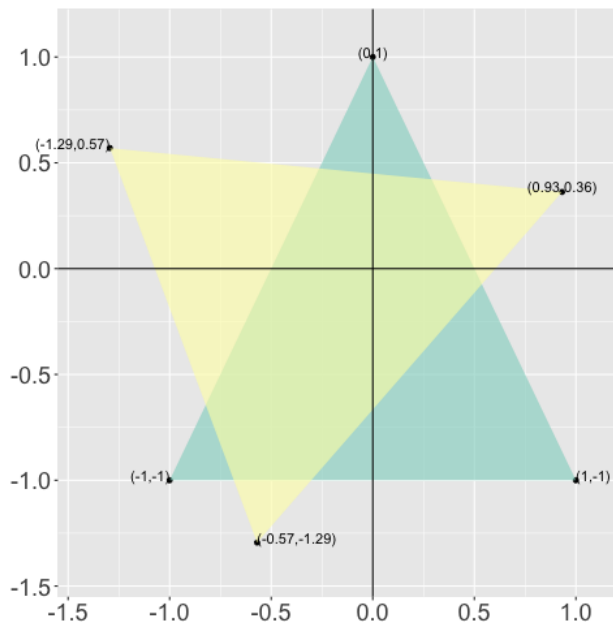99. Create a matrix to rotate a point 0.89 radians around the z-axis.

100.

Create a matrix to transform the green triangle into the yellow triangle.

101. Create a matrix to rotate a point 1.29 radians around the z-axis.

102.

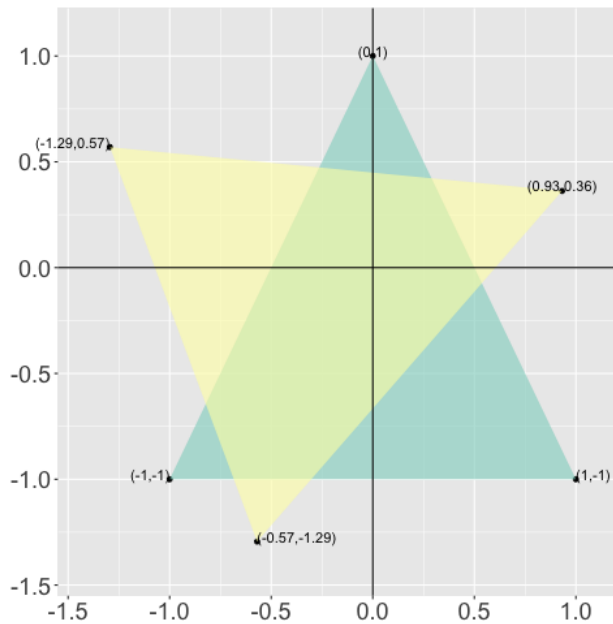Create a matrix to transform the green triangle into the yellow triangle.

103.

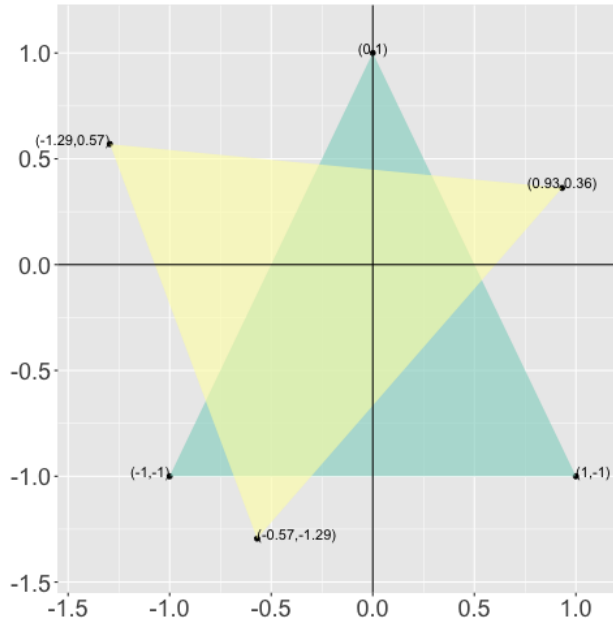Create a matrix to transform the green triangle into the yellow triangle.

104. Create a matrix to scale a point 2.79 along the x-axis and 2.19 along the y-axis and 0.12 along the z-axis.

105. Create a matrix to rotate a point 0.90 radians around the z-axis, and then translate a point 3 in the x direction and -5 in the y direction and 1 in the z direction, and then scale a point 3.94 along the x-axis and 3.57 along the y-axis.

106. Create a matrix to translate a point -1 in the x direction and 4 in the y direction and -3 in the z direction.

107. Create a matrix to scale a point 0.90 along the x-axis and 2.23 along the y-axis and 4.01 along the z-axis, and then rotate a point 1.87 radians around the z-axis, and then translate a point 1 in the y direction and -1 in the z direction.
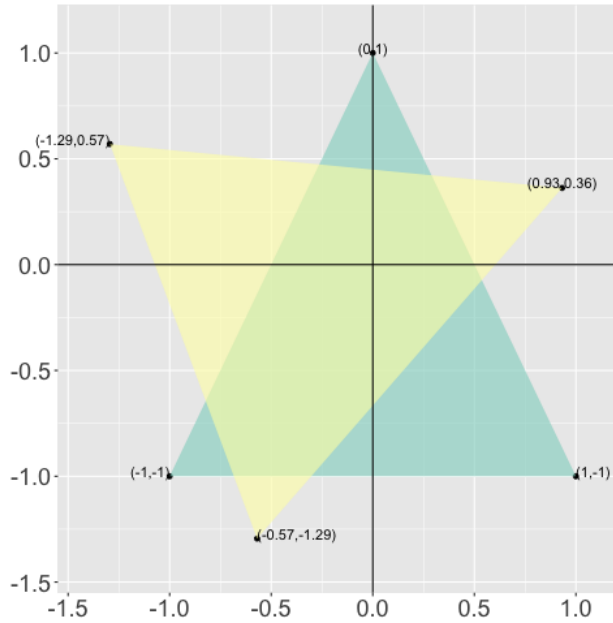

108. Create a matrix to transform the green triangle into the yellow triangle.

109. Create a matrix to scale a point 1.92 along the x-axis and 3.90 along the y-axis and 0.76 along the z-axis.

110. Create a matrix to scale a point 3.53 along the z-axis.

111. Create a matrix to rotate a point 1.71 radians around the z-axis.

112. Create a matrix to scale a point 1.65 along the y-axis and 0.12 along the z-axis.

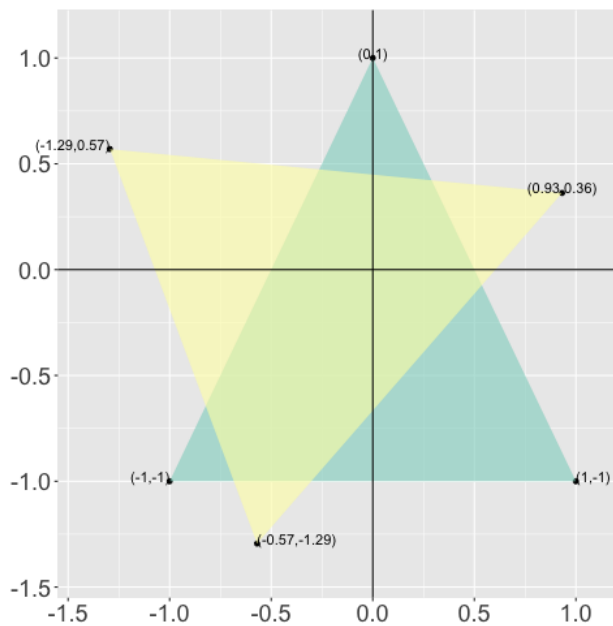113. Create a matrix to scale a point 2.76 along the z-axis.

114.

Create a matrix to transform the green triangle into the yellow triangle.

115. Create a matrix to translate a point -4 in the x direction and -2 in the y direction and -2 in the z direction.

116. Create a matrix to rotate a point 0.93 radians around the z-axis.

117. Create a matrix to scale a point 3.72 along the x-axis and 1.11 along the y-axis and 3.14 along the z-axis, and then rotate a point 1.42 radians around the z-axis, and then translate a point -3 in the x direction and -3 in the y direction and 4 in the z direction.

118. Create a matrix to scale a point 4.22 along the x-axis and 4.20 along the y-axis and 0.02 along the z-axis.

119. Create a matrix to rotate a point 0.40 radians around the z-axis.

120. Create a matrix to scale a point 0.78 along the y-axis and 4.98 along the z-axis, and then rotate a point 1.81 radians around the z-axis.

121. Create a matrix to rotate a point 1.53 radians around the z-axis.

122. Create a matrix to transform the green triangle into the yellow triangle.

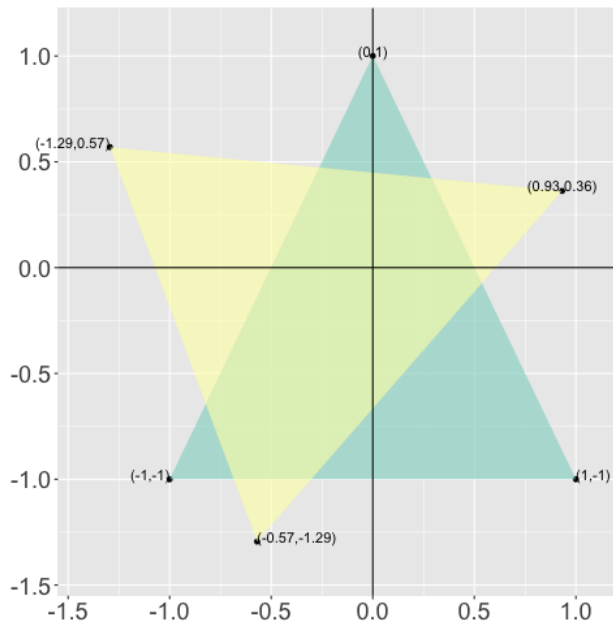123. Create a matrix to rotate a point 1.29 radians around the z-axis.

124. Create a matrix to transform the green triangle into the yellow triangle.

125. Create a matrix to translate a point -3 in the x direction and -4 in the y direction and 3 in the z direction.
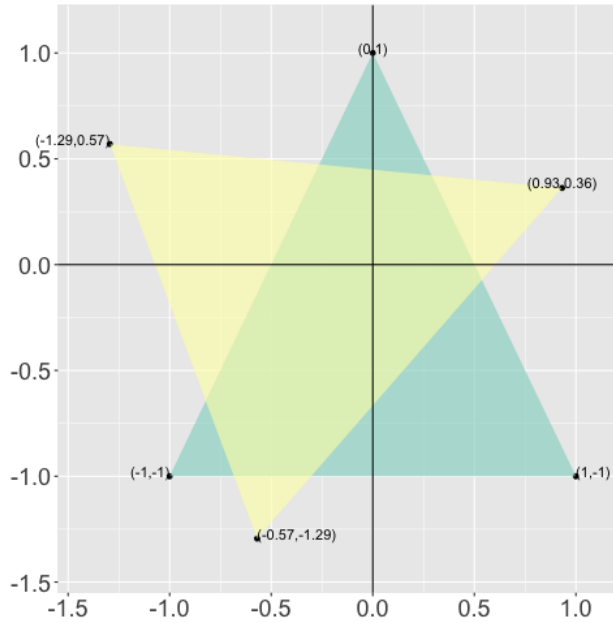
126. Create a matrix to scale a point 3.98 along the x-axis and 3.12 along the z-axis.

127. Create a matrix to scale a point 3.45 along the x-axis and 4.76 along the y-axis and 4.66 along the z-axis.

128. Create a matrix to translate a point -2 in the x direction and 4 in the y direction and 3 in the z direction.

129. Create a matrix to translate a point 2 in the x direction and -2 in the y direction and 4 in the z direction.

130. Create a matrix to translate a point 3 in the x direction and -4 in the y direction and 2 in the z direction.

131. Create a matrix to scale a point 4.33 along the y-axis.

132. Create a matrix to translate a point 2 in the y direction and -2 in the z direction, and then scale a point 4.22 along the y-axis and 4.55 along the z-axis.

133. Create a matrix to translate a point -5 in the x direction and 2 in the y direction and -2 in the z direction.

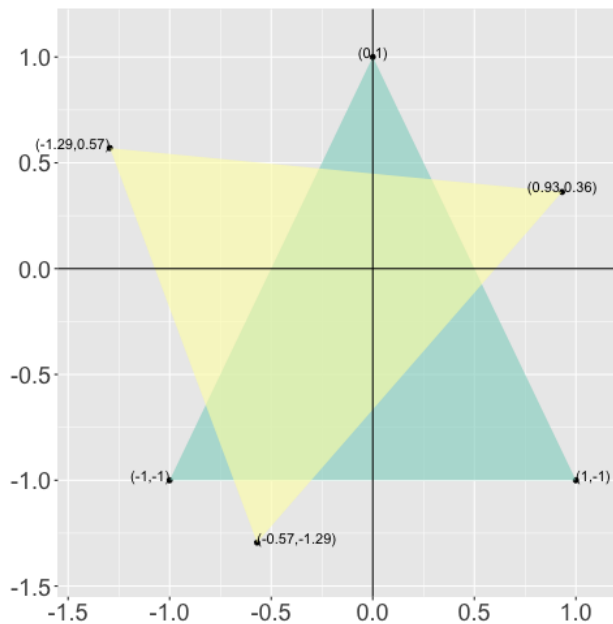134. Create a matrix to rotate a point 1.09 radians around the z-axis.

135.

Create a matrix to transform the green triangle into the yellow triangle.

136. Create a matrix to rotate a point 0.37 radians around the z-axis, and then scale a point 0.85 along the x-axis and 3.04 along the z-axis.

137. Create a matrix to scale a point 3.26 along the z-axis.

138. Create a matrix to translate a point -3 in the x direction and -4 in the y direction and 3 in the z direction.

139. Create a matrix to scale a point 3.80 along the z-axis.

140. Create a matrix to scale a point 3.34 along the y-axis and 2.39 along the z-axis, and then translate a point 2 in the x direction and 4 in the y direction and -2 in the z direction, and then rotate a point 0.72 radians around the z-axis.

141. Create a matrix to transform the green triangle into the yellow triangle.
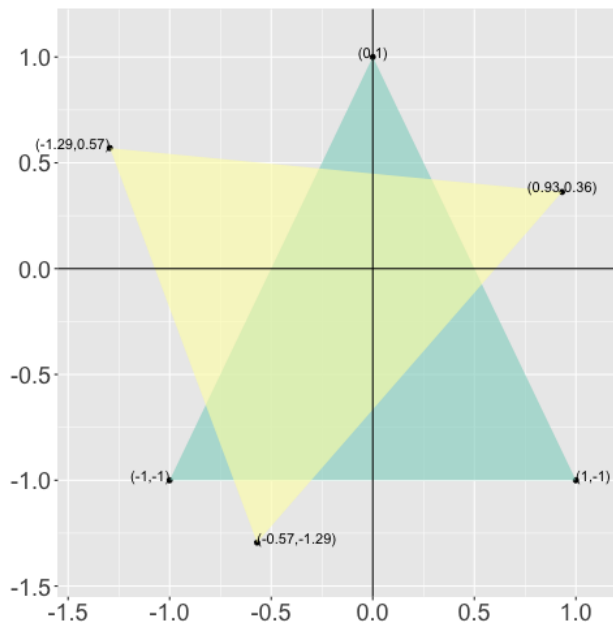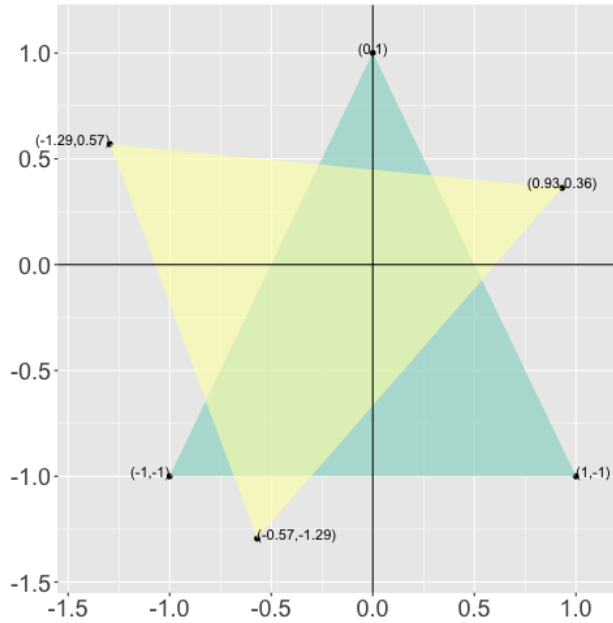

142. Create a matrix to transform the green triangle into the yellow triangle.

143. Create a matrix to rotate a point 1.41 radians around the z-axis, and then scale a point 3.89 along the z-axis, and then translate a point -1 in the x direction and -2 in the y direction and 2 in the z direction.

144. Create a matrix to rotate a point 1.11 radians around the z-axis.

145. Create a matrix to rotate a point 0.46 radians around the z-axis.

146. Create a matrix to scale a point 2.68 along the x-axis and 0.58 along the y-axis and 2.64 along the z-axis, and then translate a point 4 in the z direction.
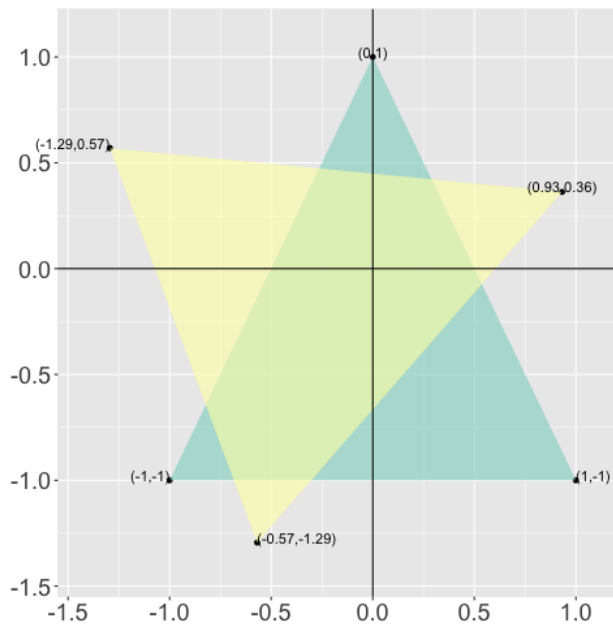
147. Create a matrix to rotate a point 0.90 radians around the z-axis, and then translate a point -2 in the x direction and 4 in the y direction and -5 in the z direction, and then scale a point 2.51 along the x-axis and 3.85 along the y-axis and 2.07 along the z-axis.

148. Create a matrix to translate a point 3 in the x direction and 1 in the y direction and -3 in the z direction, and then rotate a point 1.38 radians around the z-axis, and then scale a point 2.37 along the x-axis.

149. Create a matrix to translate a point 3 in the x direction and 2 in the y direction and 4 in the z direction.

150. Create a matrix to translate a point 1 in the y direction and 3 in the z direction, and then scale a point 4.25 along the x-axis and 4.74 along the y-axis, and then rotate a point 0.91 radians around the z-axis.

151. Create a matrix to translate a point 1 in the x direction and -5 in the y direction and -2 in the z direction.

152. Create a matrix to rotate a point 1.18 radians around the z-axis, and then translate a point -3 in the x direction and 3 in the y direction and 3 in the z direction, and then scale a point 2.96 along the x-axis and 2.84 along the y-axis.

153.

Create a matrix to transform the green triangle into the yellow triangle.

154. Create a matrix to translate a point -2 in the x direction and -3 in the y direction and -4 in the z direction, and then scale a point 2.37 along the x-axis.

155. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and -5 in the z direction.

156. Create a matrix to scale a point 3.34 along the z-axis.
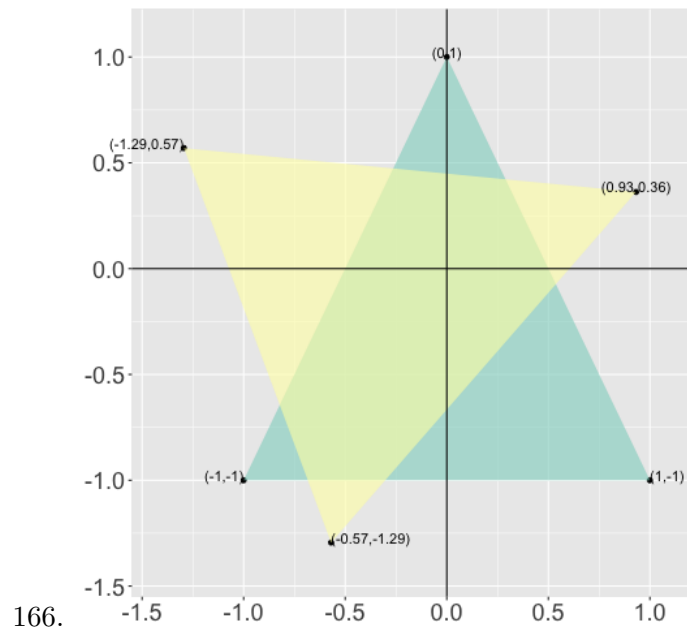
157.

Create a matrix to transform the green triangle into the yellow triangle.

158. Create a matrix to scale a point 3.75 along the x-axis and 0.02 along the y-axis and 2.25 along the z-axis.

159. Create a matrix to scale a point 0.58 along the x-axis.

160. Create a matrix to translate a point -4 in the x direction and -2 in the y direction and 2 in the z direction.
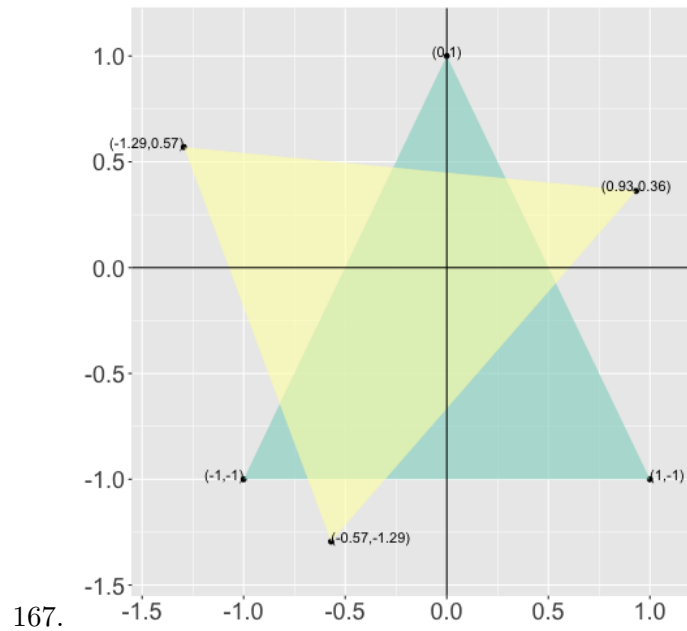
161.

Create a matrix to transform the green triangle into the yellow triangle.

162. Create a matrix to translate a point -2 in the x direction and -1 in the y direction.

163. Create a matrix to translate a point -4 in the x direction and 2 in the y direction and 2 in the z direction, and then scale a point 3.94 along the x-axis.

164. Create a matrix to scale a point 0.32 along the y-axis and 4.92 along the z-axis.

165. Create a matrix to scale a point 1.13 along the y-axis.

166.

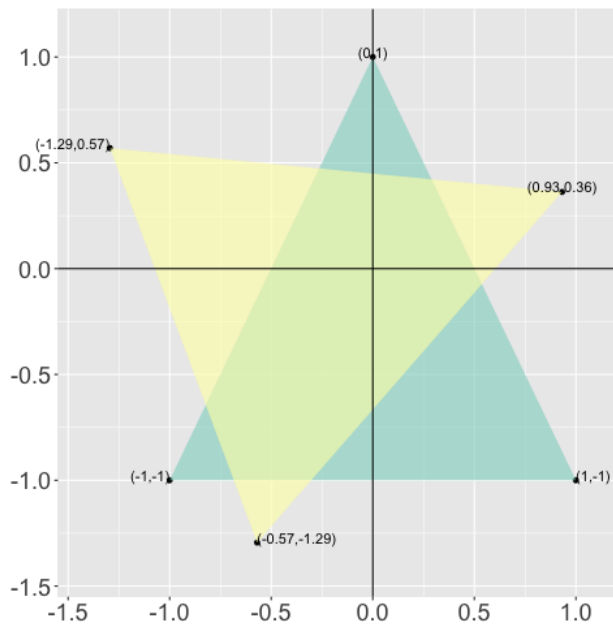Create a matrix to transform the green triangle into the yellow triangle.

167.

Create a matrix to transform the green triangle into the yellow triangle.

168. Create a matrix to translate a point 1 in the x direction and 4 in the y direction and -1 in the z direction.

169. Create a matrix to rotate a point 0.48 radians around the z-axis, and then scale a point 2.32 along the x-axis and 1.84 along the y-axis, and then translate a point 3 in the x direction and -5 in the y direction and -2 in the z direction.

170. Create a matrix to rotate a point 1.13 radians around the z-axis.

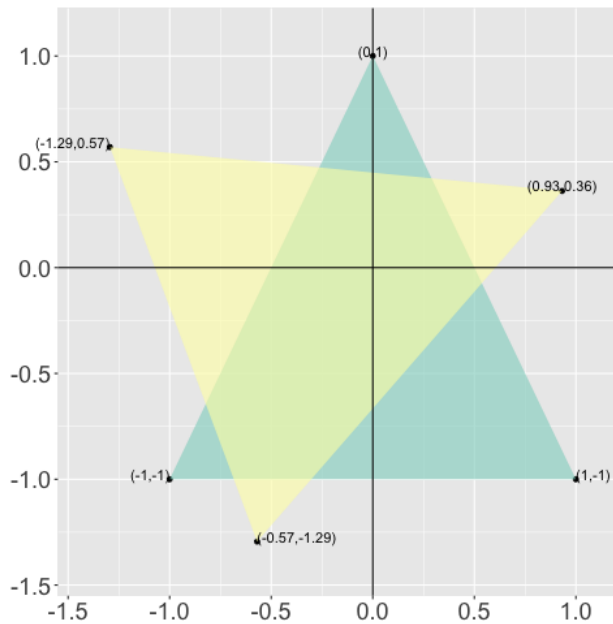171. Create a matrix to rotate a point 0.35 radians around the z-axis.

172.

Create a matrix to transform the green triangle into the yellow triangle.

173. Create a matrix to rotate a point 1.09 radians around the z-axis.

174. Create a matrix to rotate a point 0.82 radians around the z-axis.
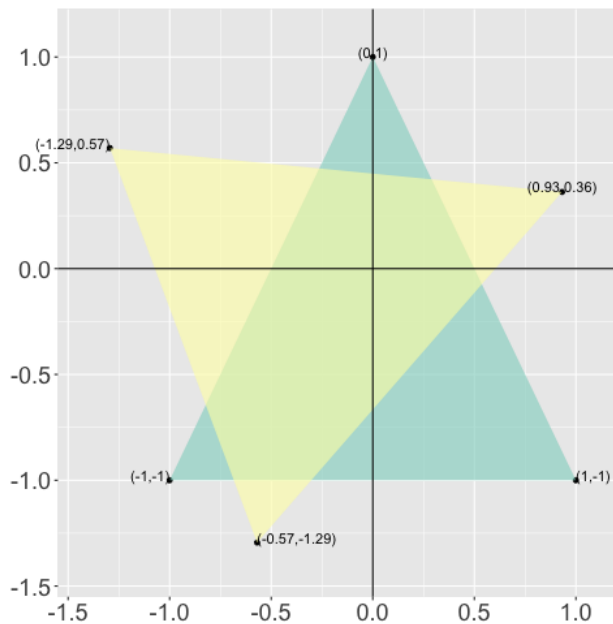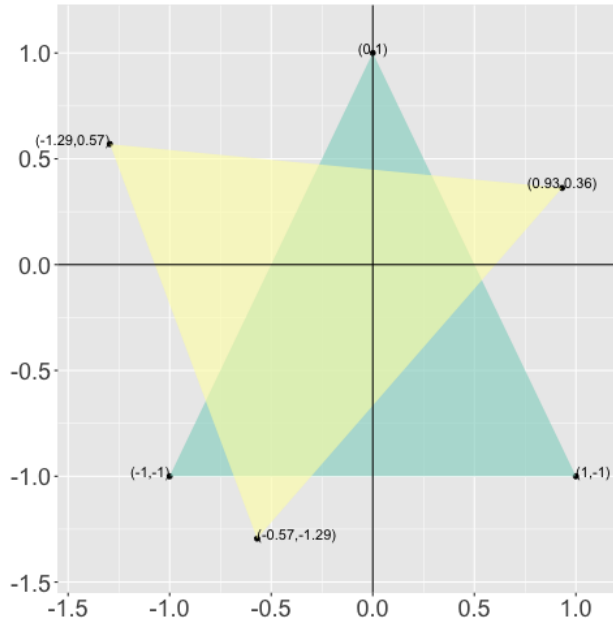
175. Create a matrix to rotate a point 1.16 radians around the z-axis.

176.

Create a matrix to transform the green triangle into the yellow triangle.

177. Create a matrix to rotate a point 0.48 radians around the z-axis, and then translate a point 4 in the x direction and 1 in the y direction.

178. Create a matrix to transform the green triangle into the yellow triangle.
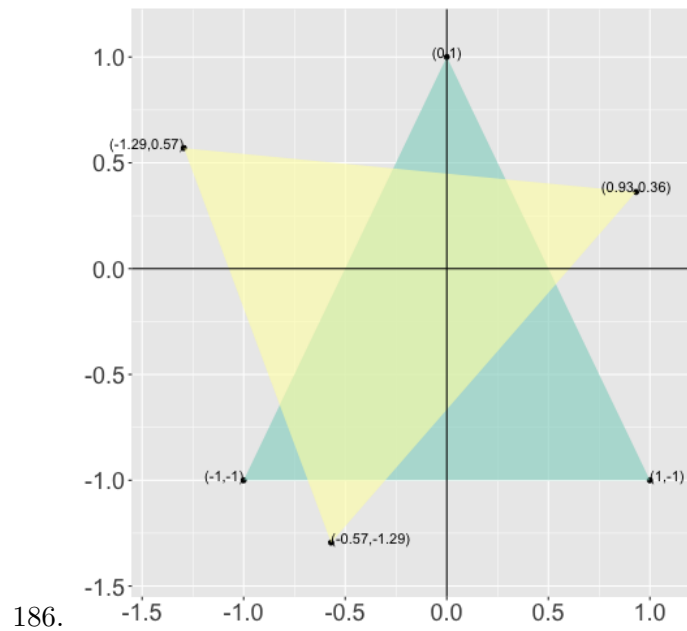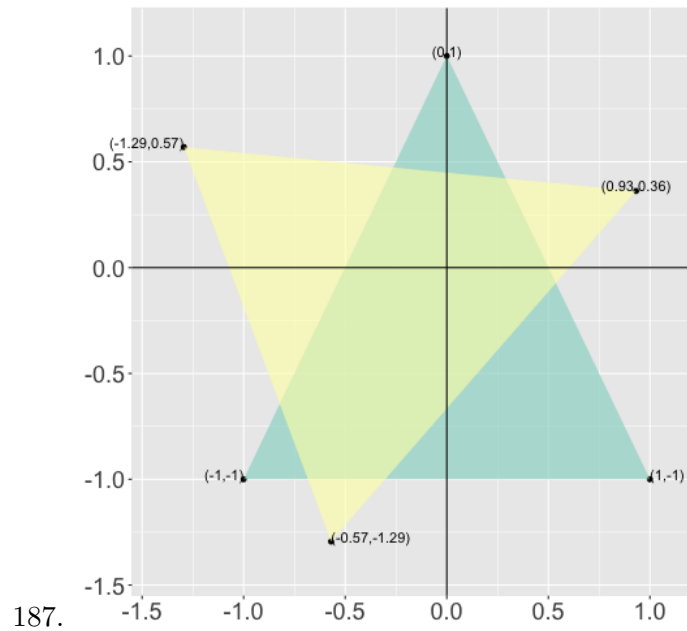

179. Create a matrix to transform the green triangle into the yellow triangle.

180. Create a matrix to rotate a point 1.02 radians around the z-axis.

181. Create a matrix to rotate a point 0.31 radians around the z-axis, and then scale a point 2.82 along the x-axis and 3.59 along the y-axis and 2.68 along the z-axis.

182. Create a matrix to rotate a point 0.92 radians around the z-axis, and then translate a point -3 in the x direction and 3 in the y direction, and then scale a point 1.17 along the x-axis and 2.05 along the y-axis and 0.23 along the z-axis.

183. Create a matrix to rotate a point 0.43 radians around the z-axis.

184. Create a matrix to translate a point 1 in the x direction and -2 in the y direction.

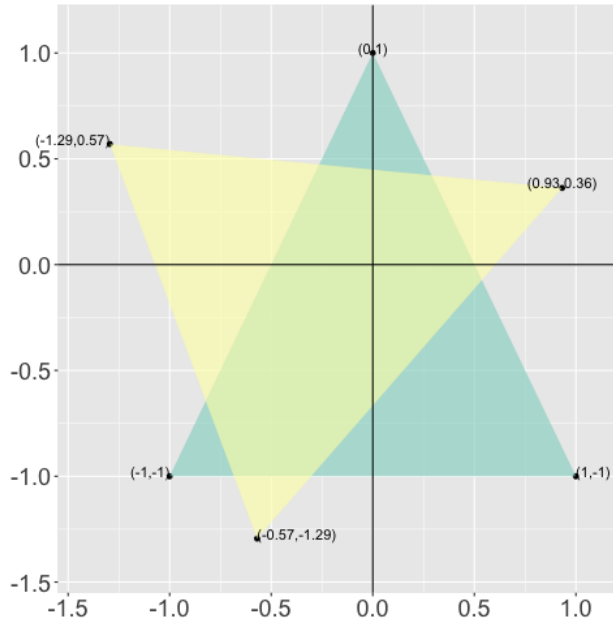185. Create a matrix to rotate a point 1.07 radians around the z-axis.

186.

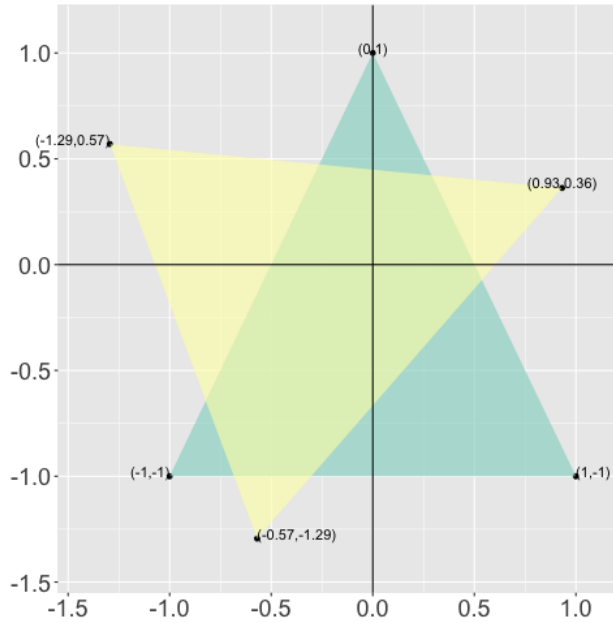Create a matrix to transform the green triangle into the yellow triangle.

187.

Create a matrix to transform the green triangle into the yellow triangle.

188. Create a matrix to rotate a point 1.07 radians around the z-axis.

189. Create a matrix to rotate a point 1.39 radians around the z-axis.

190. Create a matrix to transform the green triangle into the yellow triangle.

191. Create a matrix to rotate a point 0.95 radians around the z-axis.

192. Create a matrix to translate a point -5 in the x direction and 4 in the y direction and 3 in the z direction, and then rotate a point 0.85 radians around the z-axis, and then scale a point 2.23 along the x-axis and 2.35 along the y-axis and 3.98 along the z-axis.

193. Create a matrix to scale a point 0.58 along the x-axis and 2.15 along the z-axis.

194. Create a matrix to translate a point 1 in the x direction and -5 in the y direction.

195. Create a matrix to scale a point 1.00 along the x-axis and 0.73 along the y-axis and 0.28 along the z-axis.

196. Create a matrix to scale a point 1.83 along the x-axis and 5.00 along the y-axis and 3.03 along the z-axis, and then rotate a point 1.01 radians around the z-axis, and then translate a point 4 in the x direction and -1 in the y direction and -1 in the z direction.

197. Create a matrix to scale a point 1.81 along the y-axis.

198. Create a matrix to rotate a point 1.60 radians around the z-axis, and then scale a point 4.47 along the x-axis and 3.92 along the y-axis and 0.09 along the z-axis, and then translate a point 2 in the x direction and 1 in the y direction and 1 in the z direction.
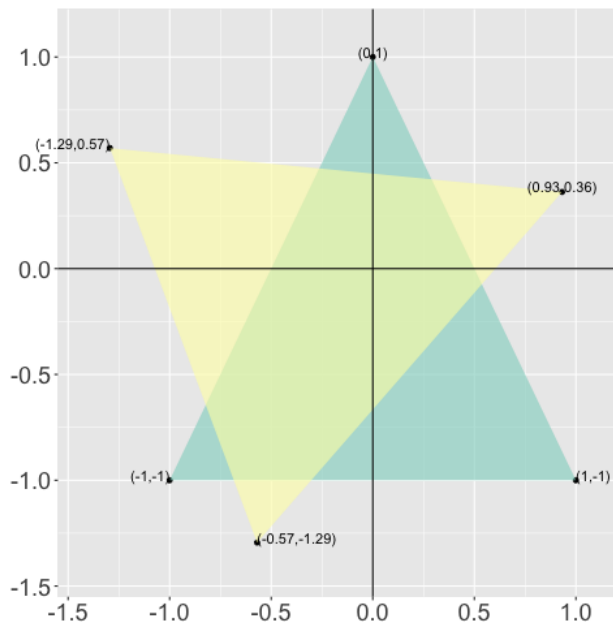
199. Create a matrix to transform the green triangle into the yellow triangle.

200. Create a matrix to rotate a point 1.25 radians around the z-axis.

201. Create a matrix to scale a point 4.15 along the y-axis, and then rotate a point 1.03 radians around the z-axis, and then translate a point -4 in the x direction and -2 in the y direction and -2 in the z direction.

202. Create a matrix to scale a point 0.62 along the y-axis and 4.45 along the z-axis.

203. Create a matrix to rotate a point 0.78 radians around the z-axis.

204. Create a matrix to translate a point 1 in the x direction and 2 in the y direction and -2 in the z direction.

205. Create a matrix to rotate a point 0.74 radians around the z-axis.

206. Create a matrix to translate a point -2 in the x direction and 2 in the y direction and -4 in the z direction.

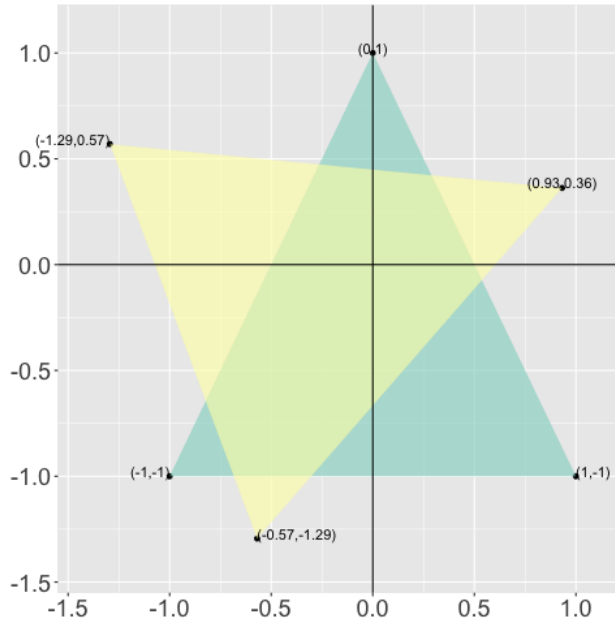207. Create a matrix to transform the green triangle into the yellow triangle.
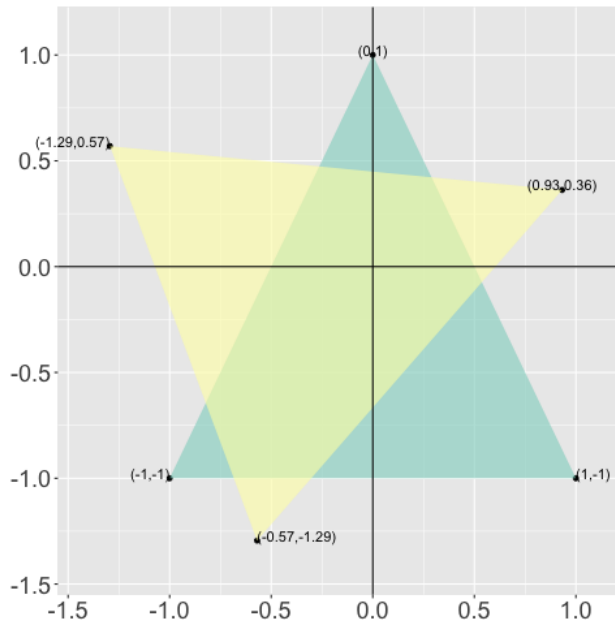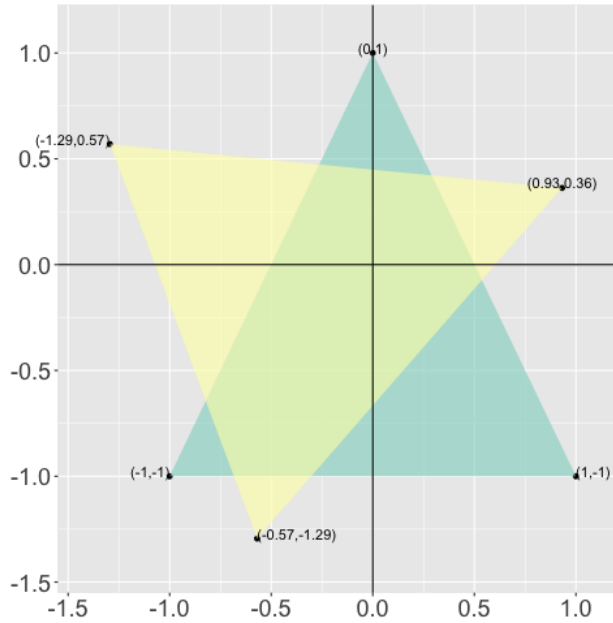

208. Create a matrix to transform the green triangle into the yellow triangle.

209. Create a matrix to translate a point -4 in the x direction and -2 in the y direction and -3 in the z direction, and then scale a point 3.78 along the x-axis and 2.00 along the z-axis, and then rotate a point 1.45 radians around the z-axis.

210. Create a matrix to scale a point 2.09 along the y-axis and 0.48 along the z-axis.

211. Create a matrix to transform the green triangle into the yellow triangle.

212. Create a matrix to rotate a point 1.02 radians around the z-axis.

213. Create a matrix to translate a point -4 in the x direction and -2 in the y direction and 2 in the z direction.

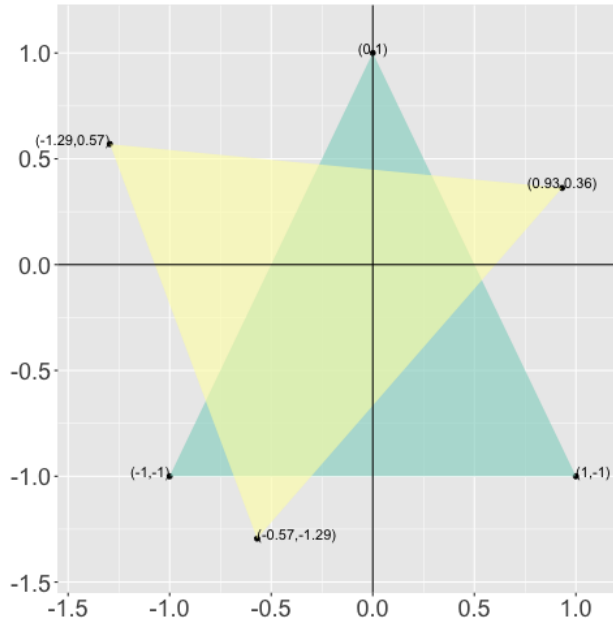214. Create a matrix to transform the green triangle into the yellow triangle.

215. Create a matrix to transform the green triangle into the yellow triangle.

216. Create a matrix to rotate a point 0.51 radians around the z-axis, and then scale a point 0.16 along the x-axis and 2.34 along the y-axis and 2.55 along the z-axis.

217. Create a matrix to scale a point 0.53 along the z-axis.

218. Create a matrix to rotate a point 1.60 radians around the z-axis.

219. Create a matrix to translate a point 1 in the x direction and -5 in the z direction.

220. Create a matrix to scale a point 0.14 along the y-axis and 2.90 along the z-axis.

221. Create a matrix to rotate a point 1.04 radians around the z-axis.

222. Create a matrix to translate a point 2 in the x direction and -2 in the y direction and -1 in the z direction.

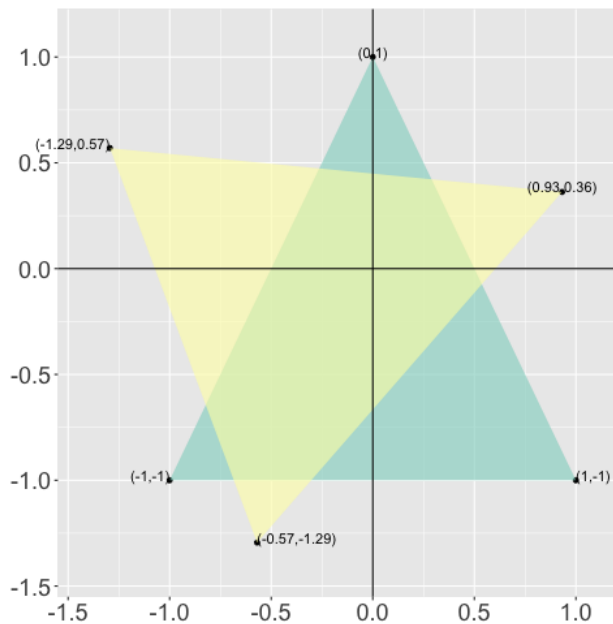223. Create a matrix to rotate a point 0.14 radians around the z-axis.

224. Create a matrix to transform the green triangle into the yellow triangle.

225. Create a matrix to translate a point -4 in the x direction and 1 in the y direction and -3 in the z direction.

226. Create a matrix to scale a point 3.34 along the x-axis and 1.97 along the y-axis and 3.00 along the z-axis.

227. Create a matrix to rotate a point 1.08 radians around the z-axis, and then scale a point 1.44 along the x-axis and 0.54 along the z-axis.

228. Create a matrix to translate a point -4 in the x direction and -1 in the y direction.

229. Create a matrix to rotate a point 1.08 radians around the z-axis.

230. Create a matrix to scale a point 4.61 along the x-axis and 4.41 along the y-axis.

231.

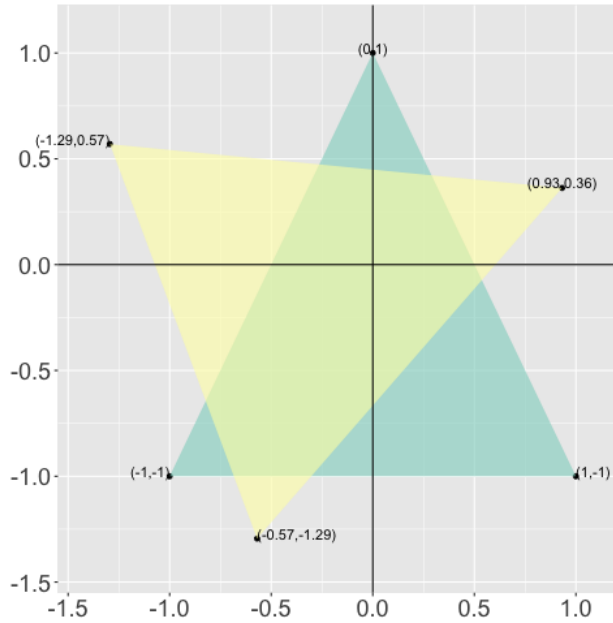Create a matrix to transform the green triangle into the yellow triangle.

232.

Create a matrix to transform the green triangle into the yellow triangle.

233. Create a matrix to rotate a point 1.75 radians around the z-axis.

234. Create a matrix to scale a point 2.20 along the x-axis and 1.05 along the y-axis and 2.43 along the z-axis.
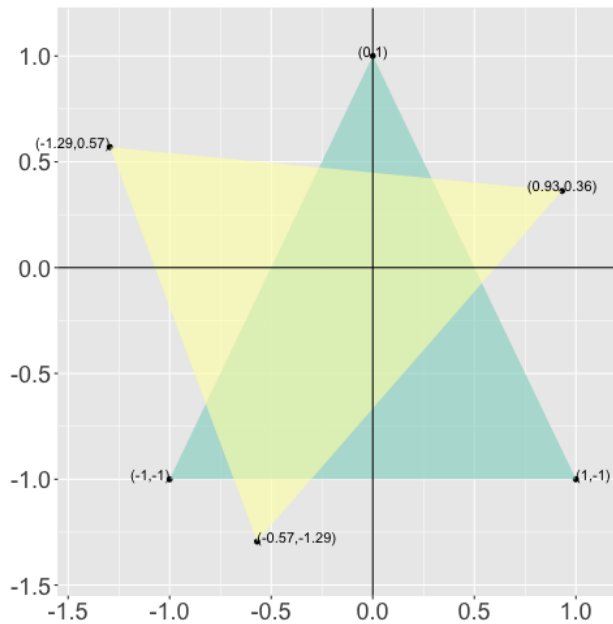
235. Create a matrix to translate a point 4 in the x direction and -3 in the y direction and -1 in the z direction, and then scale a point 1.42 along the y-axis.

236. Create a matrix to scale a point 1.99 along the z-axis.

237. Create a matrix to transform the green triangle into the yellow triangle.

238. Create a matrix to transform the green triangle into the yellow triangle.

239. Create a matrix to rotate a point 1.45 radians around the z-axis.

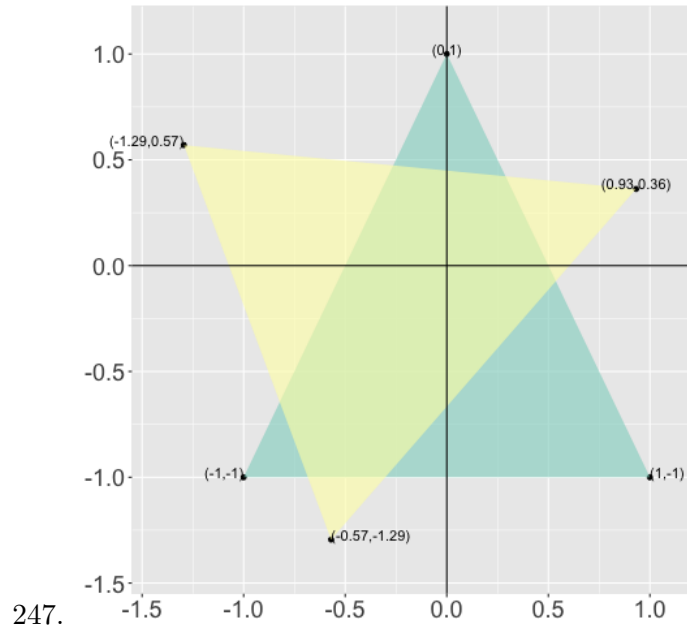240. Create a matrix to rotate a point 0.35 radians around the z-axis.

241. Create a matrix to translate a point -3 in the x direction and 2 in the y direction.

242. Create a matrix to scale a point 1.45 along the x-axis and 0.18 along the y-axis and 4.28 along the z-axis.

243. Create a matrix to scale a point 3.07 along the z-axis.

244. Create a matrix to rotate a point 1.29 radians around the z-axis.

245. Create a matrix to rotate a point 1.66 radians around the z-axis.

246. Create a matrix to translate a point 2 in the x direction and -3 in the y direction and 1 in the z direction, and then rotate a point 0.54 radians around the z-axis, and then scale a point 4.89 along the y-axis and 3.35 along the z-axis.
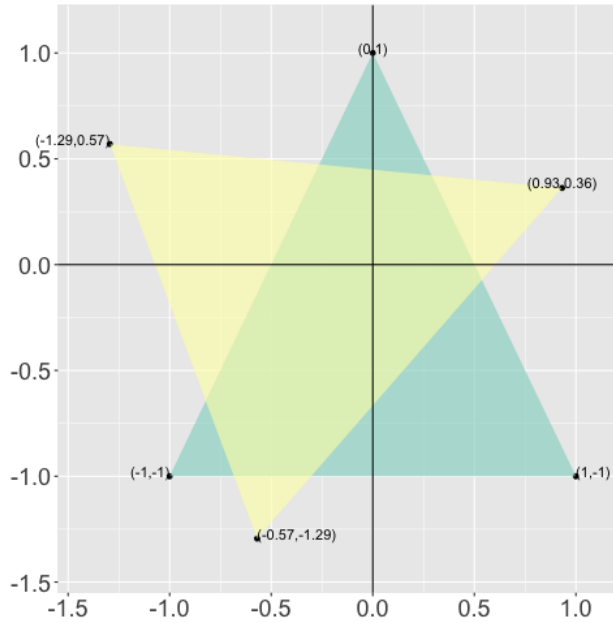
247.

Create a matrix to transform the green triangle into the yellow triangle.

248.
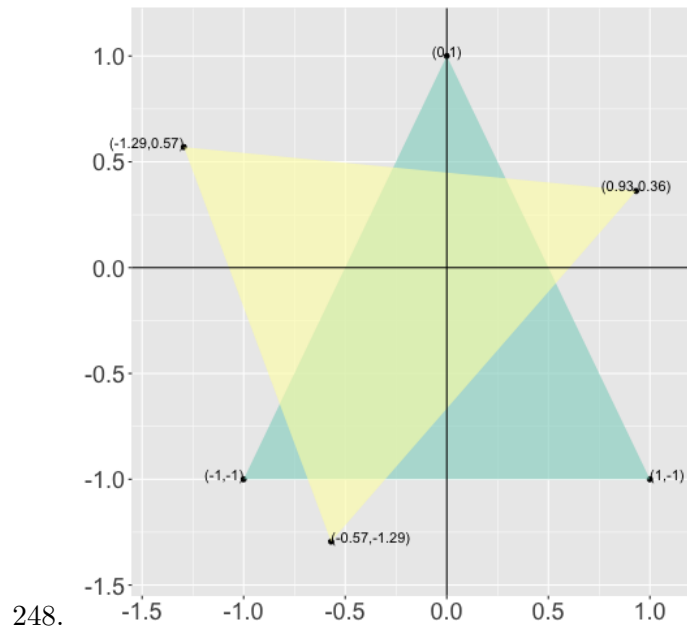
Create a matrix to transform the green triangle into the yellow triangle.

249. Create a matrix to rotate a point 1.40 radians around the z-axis, and then scale a point 3.52 along the x-axis and 3.14 along the y-axis, and then translate a point 3 in the x direction and -5 in the y direction and 3 in the z direction.
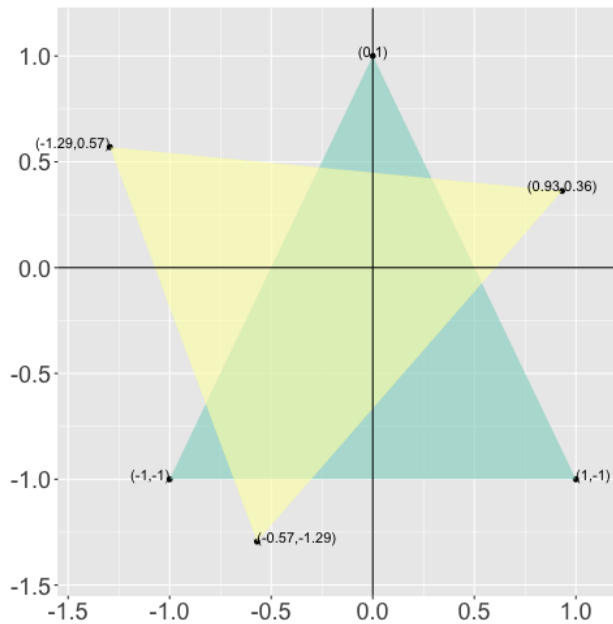
250. Create a matrix to transform the green triangle into the yellow triangle.

251. Create a matrix to translate a point -2 in the x direction and 3 in the y direction and -5 in the z direction.

252. Create a matrix to translate a point -3 in the x direction and -4 in the y direction and -4 in the z direction.
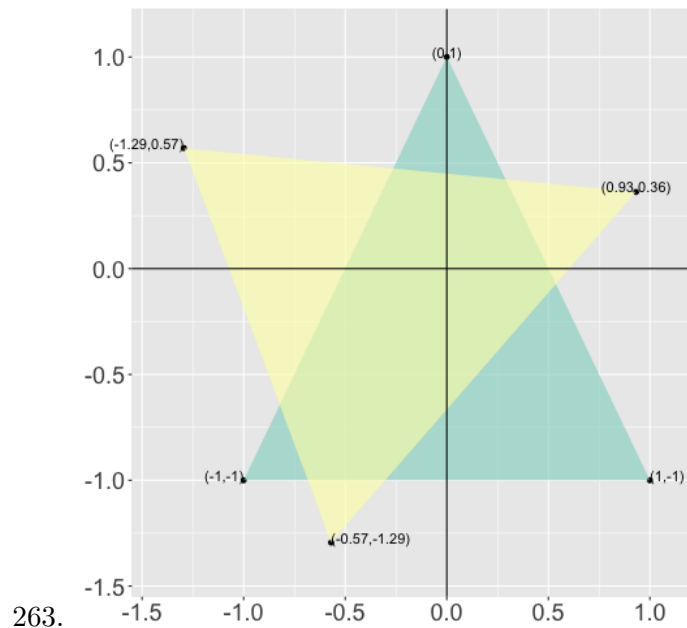

253. Create a matrix to transform the green triangle into the yellow triangle.

254. Create a matrix to rotate a point 0.90 radians around the z-axis.
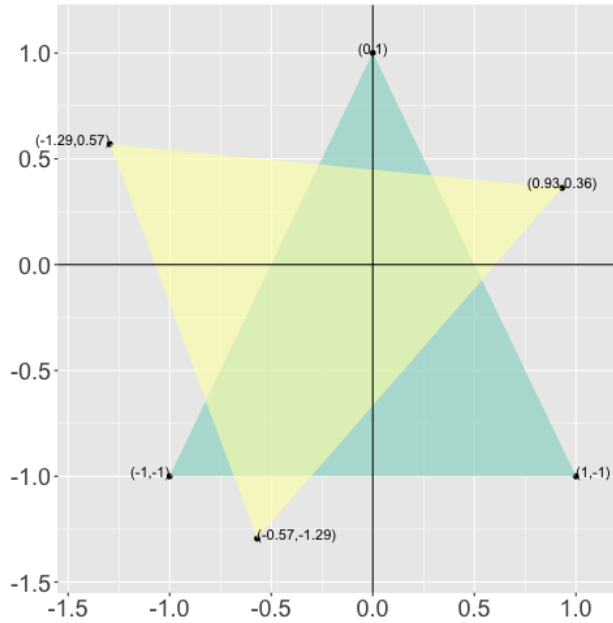
255. Create a matrix to scale a point 0.57 along the x-axis.

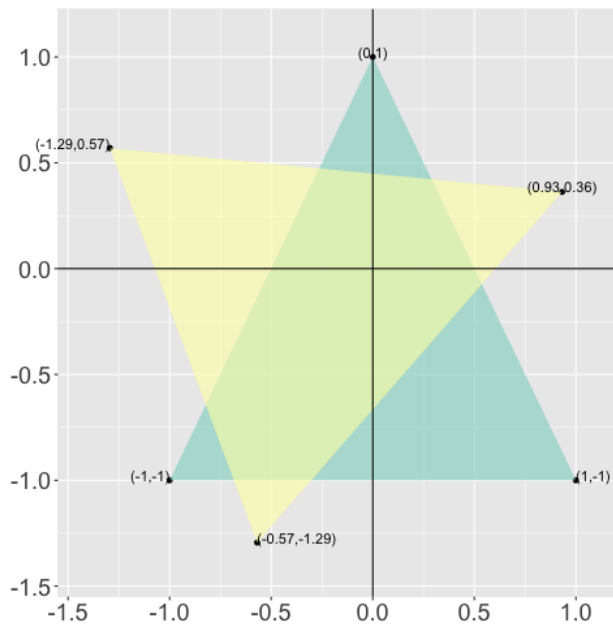256. Create a matrix to rotate a point 1.38 radians around the z-axis.

257. Create a matrix to scale a point 1.19 along the x-axis and 1.75 along the y-axis.

258. Create a matrix to rotate a point 0.13 radians around the z-axis.

259. Create a matrix to rotate a point 1.54 radians around the z-axis, and then translate a point -4 in the x direction and 1 in the y direction and -4 in the z direction, and then scale a point 4.99 along the x-axis and 2.27 along the y-axis and 0.02 along the z-axis.

260. Create a matrix to rotate a point 1.64 radians around the z-axis.

261. Create a matrix to translate a point -1 in the x direction and 1 in the y direction and 1 in the z direction, and then rotate a point 0.68 radians around the z-axis, and then scale a point 2.25 along the x-axis and 1.54 along the y-axis and 3.08 along the z-axis.

262. Create a matrix to scale a point 3.80 along the x-axis.

263.

Create a matrix to transform the green triangle into the yellow triangle.

264. Create a matrix to rotate a point 1.24 radians around the z-axis.

265. Create a matrix to transform the green triangle into the yellow triangle.

266. Create a matrix to rotate a point 1.40 radians around the z-axis.

267. Create a matrix to scale a point 3.72 along the x-axis and 3.51 along the y-axis, and then translate a point -5 in the x direction and -1 in the y direction and -1 in the z direction.

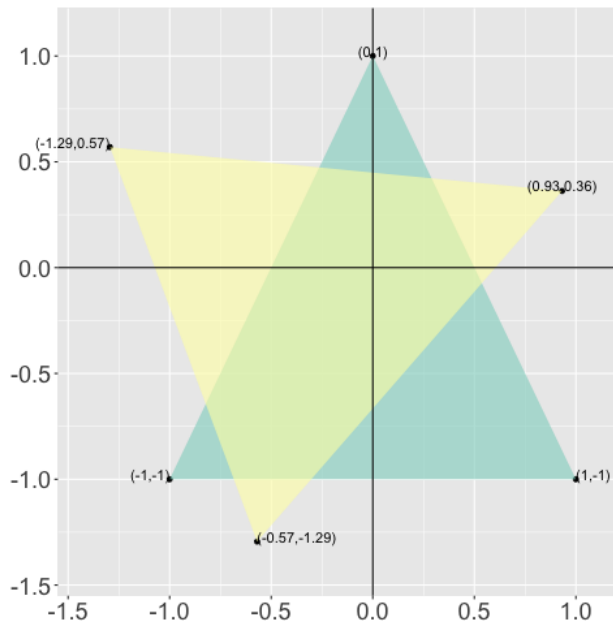268. Create a matrix to translate a point 2 in the x direction and -5 in the y direction and 4 in the z direction.

269. Create a matrix to transform the green triangle into the yellow triangle.
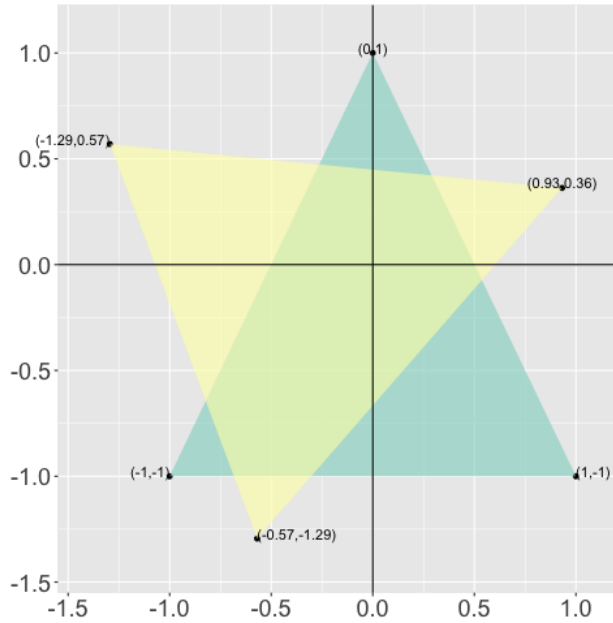
270. Create a matrix to transform the green triangle into the yellow triangle.

271. Create a matrix to rotate a point 0.98 radians around the z-axis, and then translate a point -2 in the x direction and 2 in the y direction and 1 in the z direction, and then scale a point 4.44 along the y-axis and 3.53 along the z-axis.
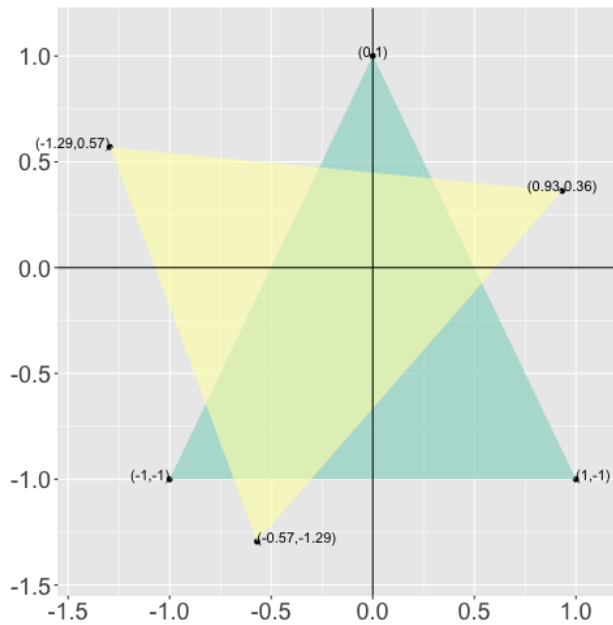

272. Create a matrix to transform the green triangle into the yellow triangle.

273.

Create a matrix to transform the green triangle into the yellow triangle.

274. Create a matrix to translate a point -5 in the x direction and 1 in the y direction and -2 in the z direction.
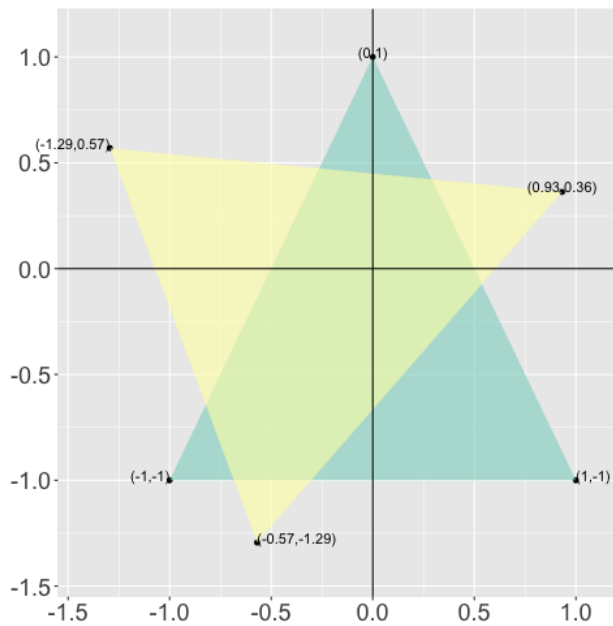
275.

Create a matrix to transform the green triangle into the yellow triangle.
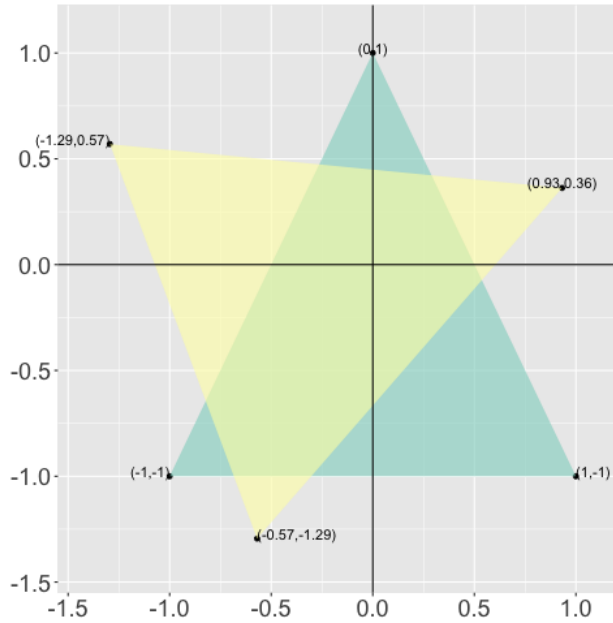
276. Create a matrix to scale a point 4.78 along the x-axis and 4.28 along the y-axis and 1.00 along the z-axis.

277. Create a matrix to rotate a point 1.69 radians around the z-axis.

278. Create a matrix to rotate a point 0.64 radians around the z-axis.

279. Create a matrix to translate a point -4 in the y direction and -4 in the z direction, and then rotate a point 1.53 radians around the z-axis.
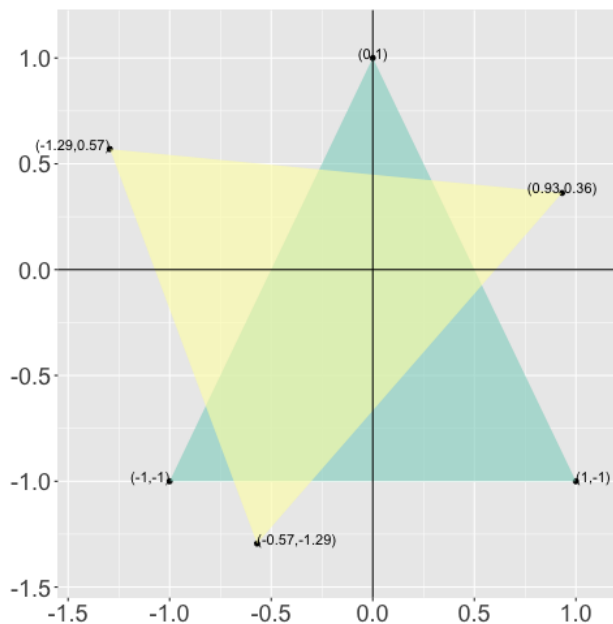
280. Create a matrix to translate a point 3 in the x direction and 1 in the y direction and 1 in the z direction.

281. Create a matrix to scale a point 4.56 along the x-axis and 4.74 along the y-axis and 3.95 along the z-axis.

282. Create a matrix to rotate a point 0.84 radians around the z-axis.

283. Create a matrix to rotate a point 0.09 radians around the z-axis.

284. Create a matrix to rotate a point 1.08 radians around the z-axis.

285. Create a matrix to scale a point 3.70 along the x-axis and 2.29 along the y-axis and 0.55 along the z-axis.
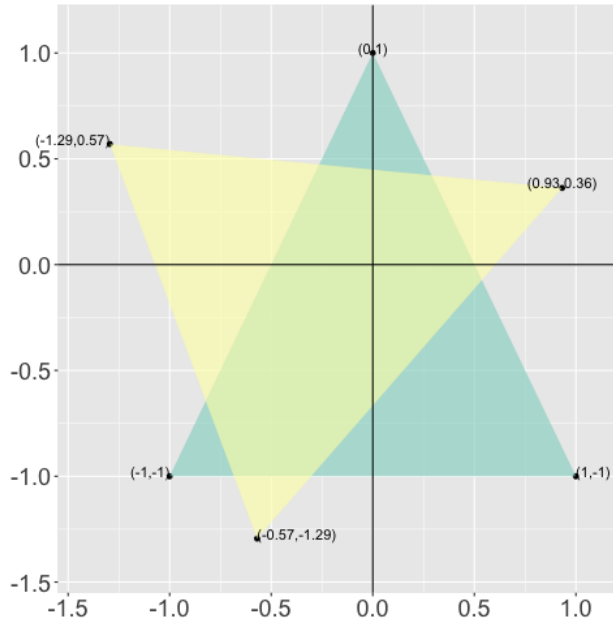
286.

Create a matrix to transform the green triangle into the yellow triangle.

287. Create a matrix to scale a point 1.96 along the y-axis.

288. Create a matrix to scale a point 2.48 along the y-axis.

289. Create a matrix to translate a point -2 in the x direction and 1 in the y direction and -4 in the z direction.
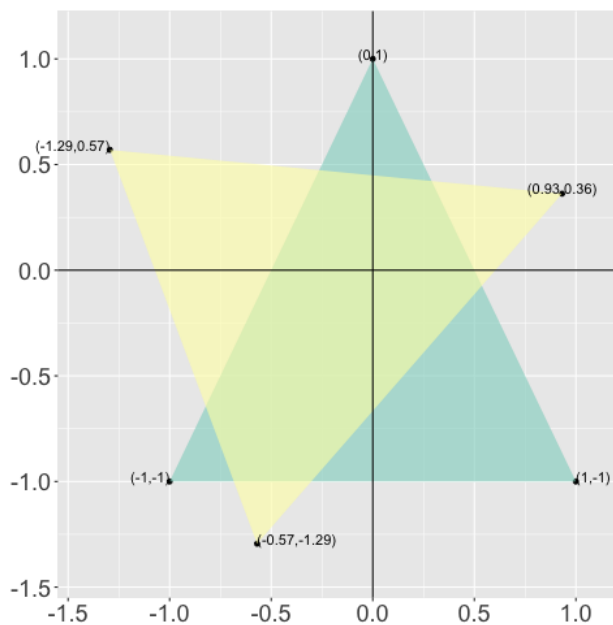
290. Create a matrix to transform the green triangle into the yellow triangle.

291. Create a matrix to translate a point -2 in the x direction and 4 in the z direction, and then scale a point 0.60 along the y-axis, and then rotate a point 1.01 radians around the z-axis.

292. Create a matrix to scale a point 0.61 along the z-axis.

293. Create a matrix to translate a point 4 in the x direction and -2 in the z direction, and then rotate a point 1.23 radians around the z-axis, and then scale a point 4.74 along the z-axis.

294. Create a matrix to transform the green triangle into the yellow triangle.

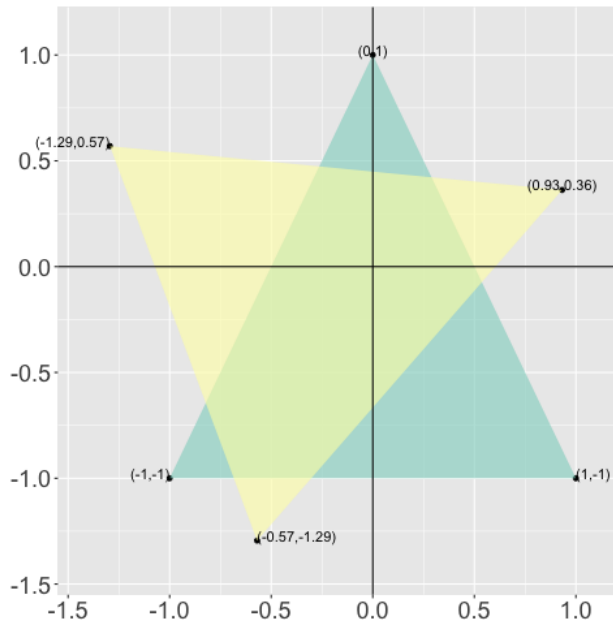295. Create a matrix to scale a point 4.56 along the y-axis.

296. Create a matrix to transform the green triangle into the yellow triangle.

297. Create a matrix to scale a point 1.72 along the x-axis and 3.60 along the y-axis and 0.18 along the z-axis, and then rotate a point 1.01 radians around the z-axis, and then translate a point 2 in the x direction and -1 in the y direction and -3 in the z direction.

298. Create a matrix to rotate a point 1.13 radians around the z-axis.

299. Create a matrix to rotate a point 1.79 radians around the z-axis.

300. Create a matrix to translate a point 4 in the y direction and -1 in the z direction, and then scale a point 4.14 along the x-axis and 2.20 along the y-axis and 3.82 along the z-axis.

301. Create a matrix to scale a point 1.52 along the x-axis and 2.46 along the y-axis and 0.22 along the z-axis.
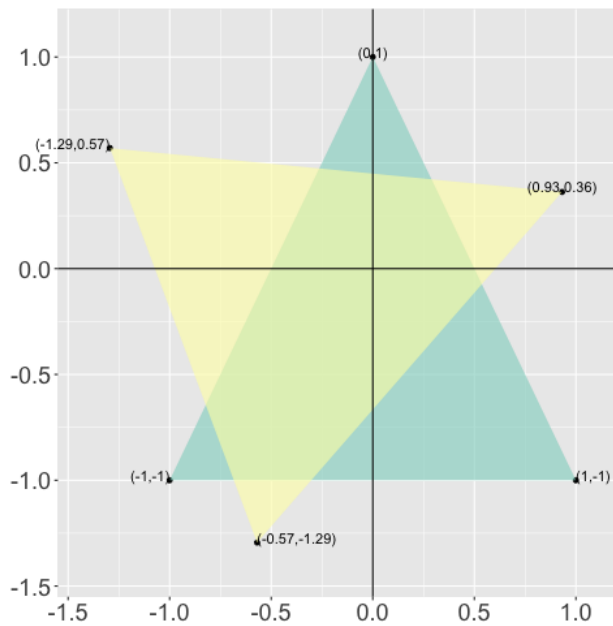

302.

43

Create a matrix to transform the green triangle into the yellow triangle.

303.

Create a matrix to transform the green triangle into the yellow triangle.

304.

Create a matrix to transform the green triangle into the yellow triangle.

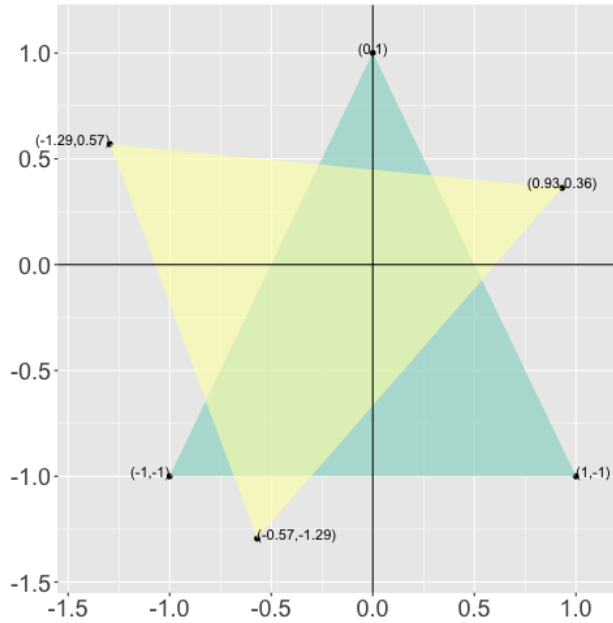305. Create a matrix to rotate a point 1.00 radians around the z-axis.

306. Create a matrix to scale a point 3.53 along the x-axis and 2.23 along the y-axis.

307. Create a matrix to rotate a point 1.11 radians around the z-axis.

308. Create a matrix to scale a point 1.29 along the y-axis, and then rotate a point 1.55 radians around the z-axis.
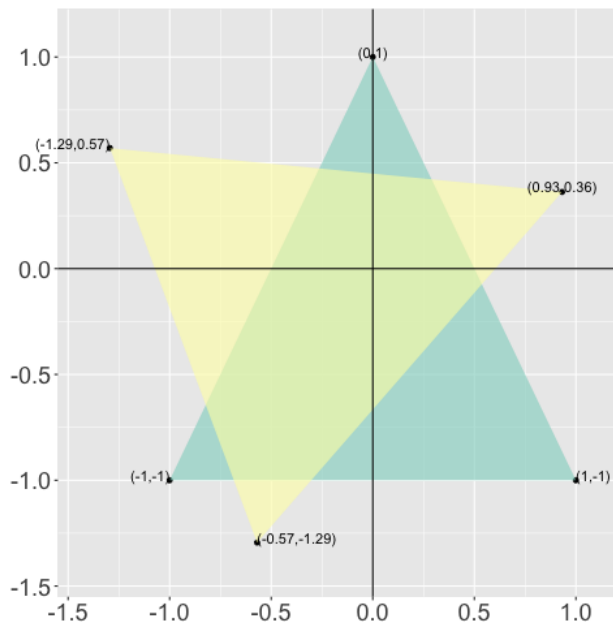
309.

Create a matrix to transform the green triangle into the yellow triangle.

310. Create a matrix to translate a point 1 in the x direction and -1 in the y direction and -2 in the z direction.

311. Create a matrix to rotate a point 0.78 radians around the z-axis.

312. Create a matrix to rotate a point 1.66 radians around the z-axis.

313. Create a matrix to scale a point 2.99 along the y-axis.

314. Create a matrix to scale a point 1.76 along the x-axis and 2.26 along the y-axis and 4.07 along the z-axis.

315. Create a matrix to scale a point 3.17 along the x-axis and 3.41 along the y-axis and 1.52 along the z-axis.

316. Create a matrix to rotate a point 1.40 radians around the z-axis.

317. Create a matrix to rotate a point 1.10 radians around the z-axis.

318. Create a matrix to scale a point 3.87 along the x-axis and 1.90 along the z-axis.

319. Create a matrix to rotate a point 0.99 radians around the z-axis, and then translate a point -1 in the x direction and -1 in the y direction and 1 in the z direction, and then scale a point 2.73 along the x-axis and 1.09 along the y-axis and 0.49 along the z-axis.

320. Create a matrix to scale a point 3.74 along the x-axis.

321. Create a matrix to scale a point 2.06 along the z-axis.

322. Create a matrix to transform the green triangle into the yellow triangle.

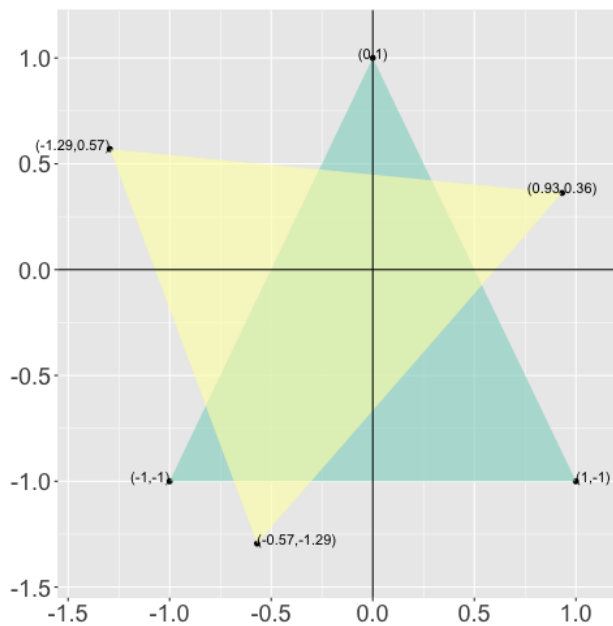323. Create a matrix to transform the green triangle into the yellow triangle.

324. Create a matrix to translate a point -3 in the x direction and 3 in the y direction and -1 in the z direction.

325. Create a matrix to scale a point 2.19 along the x-axis and 3.26 along the y-axis and 4.81 along the z-axis, and then translate a point -4 in the x direction and -1 in the y direction and -1 in the z direction.

326. Create a matrix to rotate a point 1.37 radians around the z-axis.
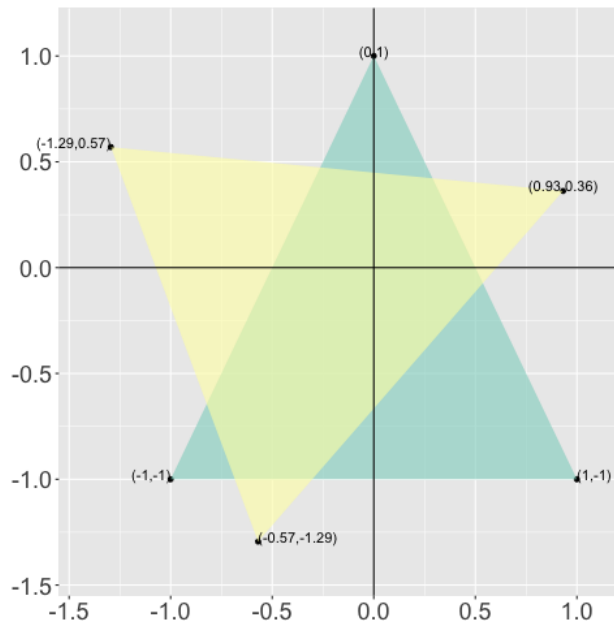
327. Create a matrix to scale a point 3.88 along the x-axis and 1.31 along the y-axis.

328. Create a matrix to rotate a point 1.32 radians around the z-axis.

329. Create a matrix to scale a point 3.74 along the y-axis and 4.68 along the z-axis.

330. Create a matrix to translate a point -1 in the x direction and 3 in the y direction, and then rotate a point 1.42 radians around the z-axis, and then scale a point 4.20 along the x-axis and 4.59 along the y-axis.

331. Create a matrix to rotate a point 0.26 radians around the z-axis.

332. Create a matrix to scale a point 3.77 along the x-axis and 1.71 along the z-axis.

333. Create a matrix to rotate a point 0.70 radians around the z-axis.

334. Create a matrix to translate a point 2 in the x direction and -5 in the y direction and 1 in the z direction.
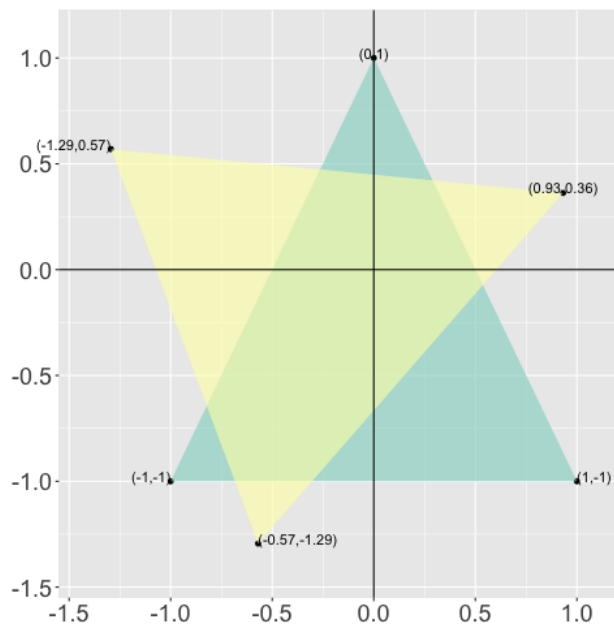
335.

Create a matrix to transform the green triangle into the yellow triangle.

336. Create a matrix to rotate a point 0.93 radians around the z-axis.

337. Create a matrix to scale a point 0.14 along the x-axis and 2.65 along the z-axis.

338. Create a matrix to scale a point 1.68 along the x-axis and 2.79 along the z-axis.

339. Create a matrix to scale a point 1.39 along the x-axis.

340. Create a matrix to translate a point -1 in the x direction and -2 in the y direction and -3 in the z direction.

341. Create a matrix to scale a point 4.28 along the y-axis.

342. Create a matrix to rotate a point 1.51 radians around the z-axis, and then scale a point 4.34 along the z-axis, and then translate a point -3 in the x direction and 2 in the y direction and 3 in the z direction.

343. Create a matrix to translate a point -3 in the x direction and -2 in the y direction and 1 in the z direction.
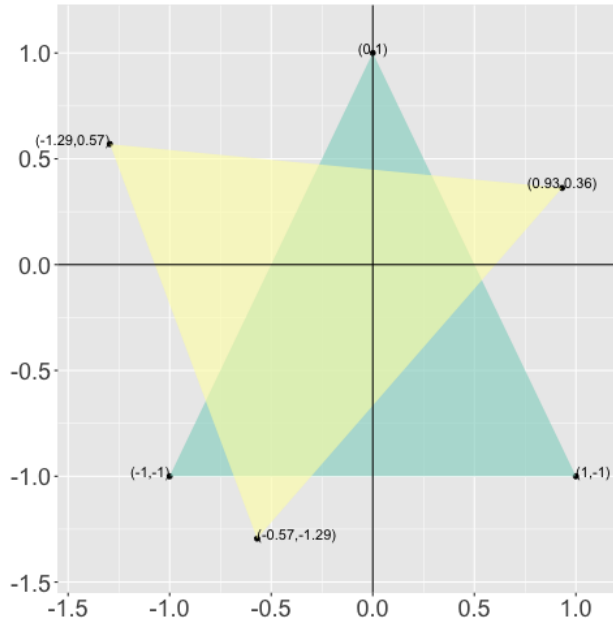

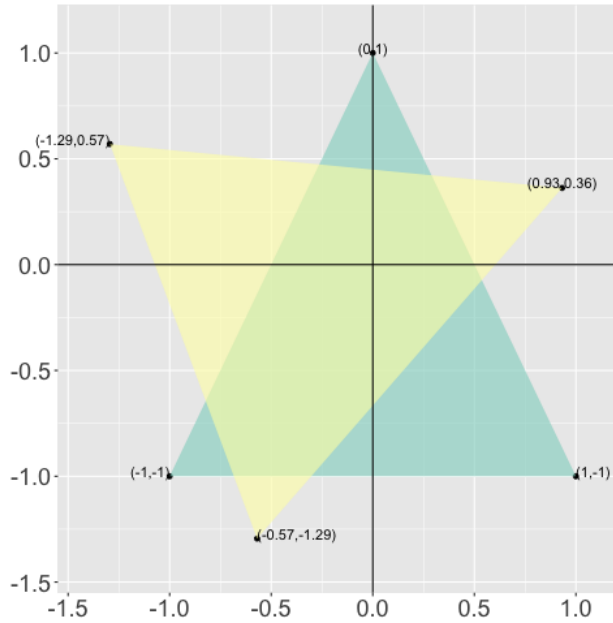344. Create a matrix to transform the green triangle into the yellow triangle.

345. Create a matrix to transform the green triangle into the yellow triangle.

346. Create a matrix to translate a point -1 in the x direction and -2 in the y direction and -2 in the z direction.

347. Create a matrix to transform the green triangle into the yellow triangle.

348. Create a matrix to translate a point 4 in the x direction and 4 in the y direction and -2 in the z direction, and then scale a point 4.50 along the y-axis.

349. Create a matrix to rotate a point 0.38 radians around the z-axis, and then scale a point 0.19 along the z-axis, and then translate a point 3 in the x direction and -3 in the y direction and -2 in the z direction.

350. Create a matrix to translate a point -5 in the x direction and -4 in the y direction and -5 in the z direction, and then rotate a point 1.33 radians around the z-axis, and then scale a point 3.67 along the x-axis and 3.65 along the z-axis.

351. Create a matrix to translate a point -1 in the x direction and -1 in the y direction and -5 in the z direction, and then scale a point 0.73 along the x-axis and 0.44 along the y-axis and 4.61 along the z-axis, and then rotate a point 1.60 radians around the z-axis.

352. Create a matrix to translate a point 1 in the x direction and -5 in the y direction and -1 in the z direction.

353. Create a matrix to rotate a point 0.84 radians around the z-axis.

354. Create a matrix to scale a point 4.29 along the x-axis and 0.58 along the y-axis and 3.90 along the z-axis.

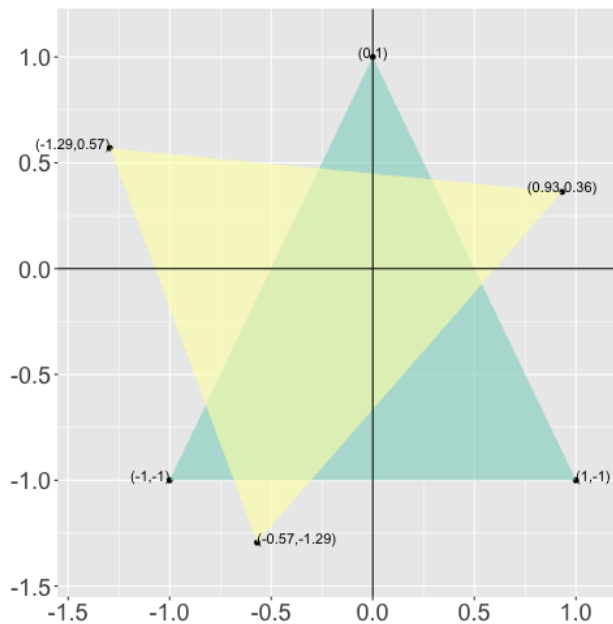355. Create a matrix to transform the green triangle into the yellow triangle.

356. Create a matrix to rotate a point 0.66 radians around the z-axis.

357. Create a matrix to translate a point 2 in the y direction and 2 in the z direction.

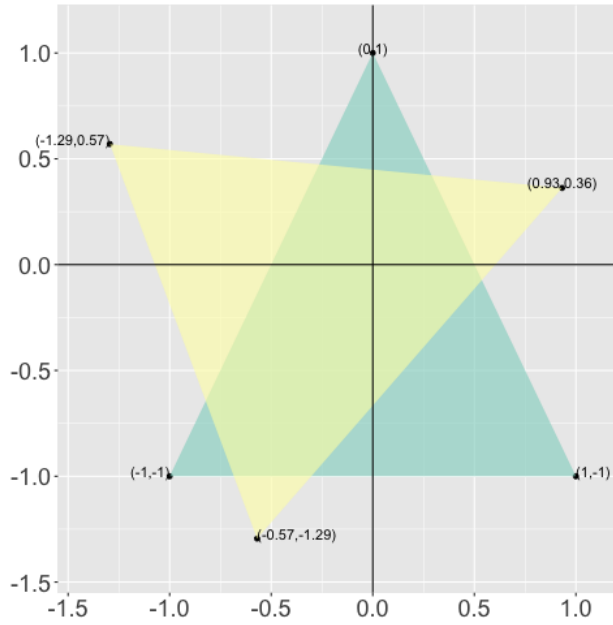358. Create a matrix to rotate a point 0.49 radians around the z-axis.

359. Create a matrix to rotate a point 0.72 radians around the z-axis.

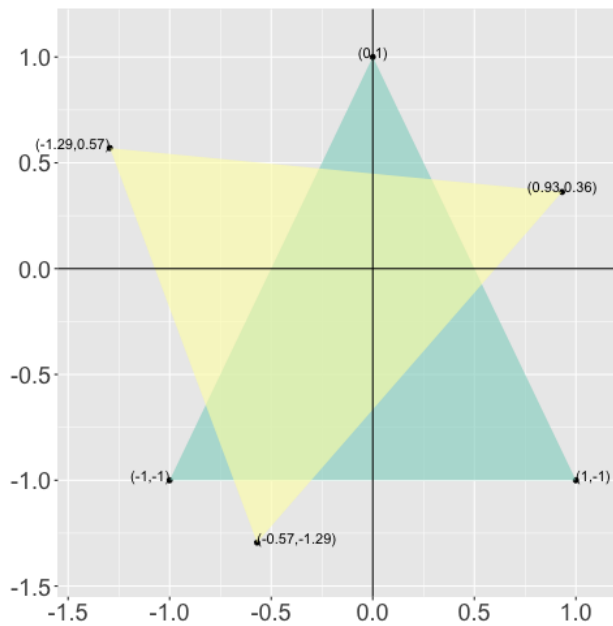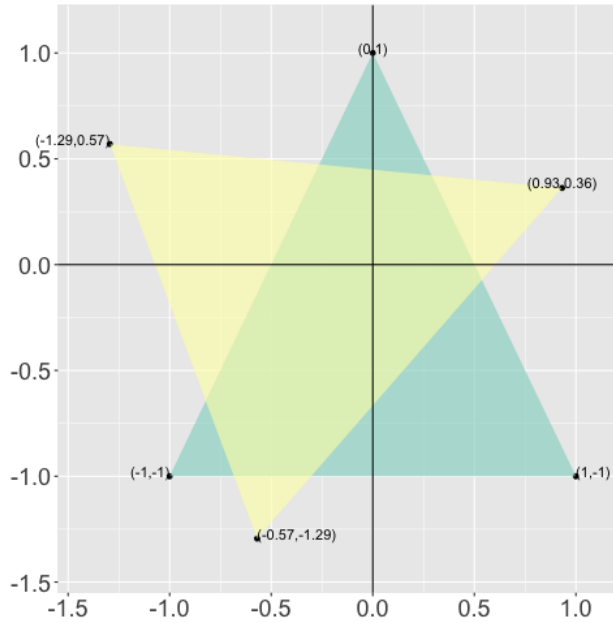360. Create a matrix to scale a point 1.52 along the x-axis.

361. Create a matrix to transform the green triangle into the yellow triangle.

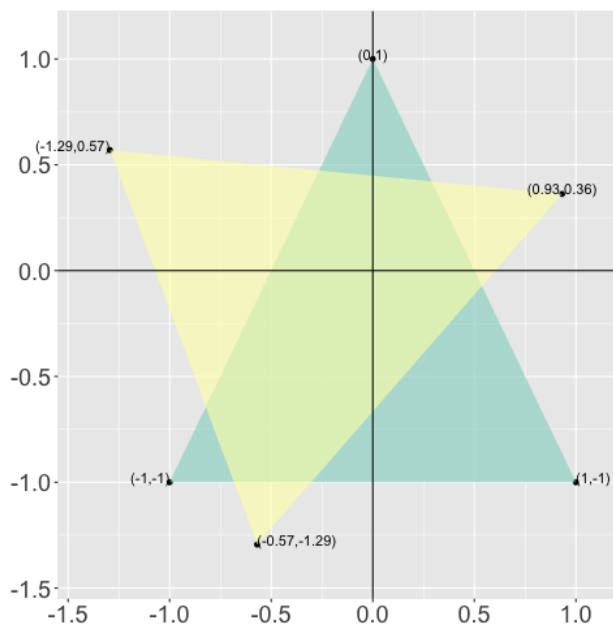362. Create a matrix to transform the green triangle into the yellow triangle.

363. Create a matrix to transform the green triangle into the yellow triangle.

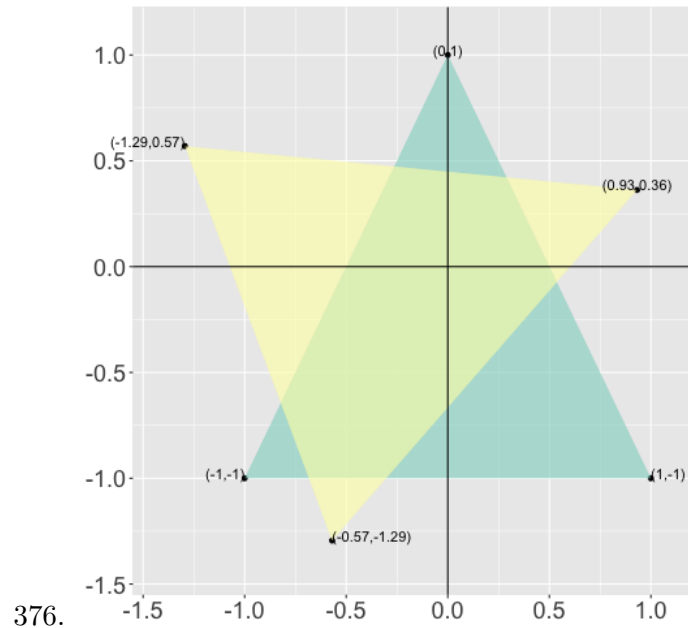364. Create a matrix to rotate a point 0.82 radians around the z-axis.

365. Create a matrix to transform the green triangle into the yellow triangle.

366. Create a matrix to scale a point 1.79 along the y-axis.

367. Create a matrix to rotate a point 1.12 radians around the z-axis.

368. Create a matrix to translate a point -2 in the x direction and -5 in the y direction and -4 in the z direction.

369. Create a matrix to translate a point -5 in the x direction and -1 in the z direction.

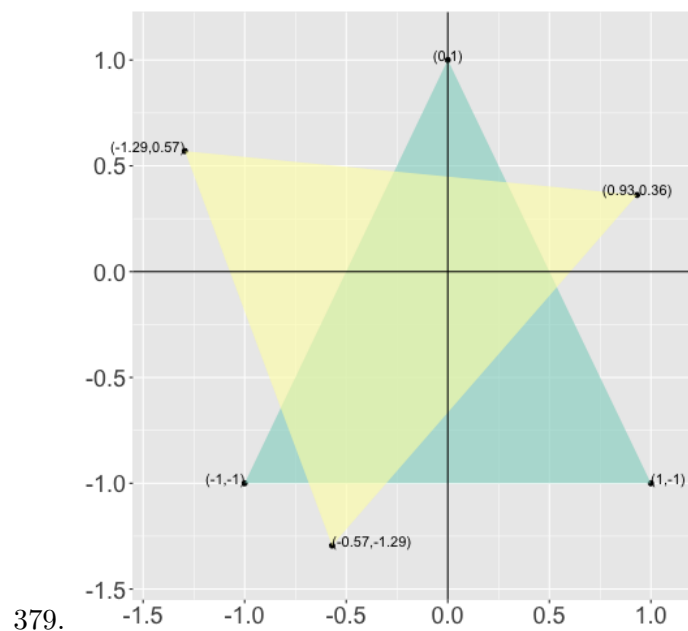370. Create a matrix to scale a point 4.00 along the x-axis.

371. Create a matrix to transform the green triangle into the yellow triangle.

372. Create a matrix to rotate a point 0.86 radians around the z-axis.

373. Create a matrix to scale a point 2.12 along the z-axis.

374. Create a matrix to rotate a point 1.48 radians around the z-axis.

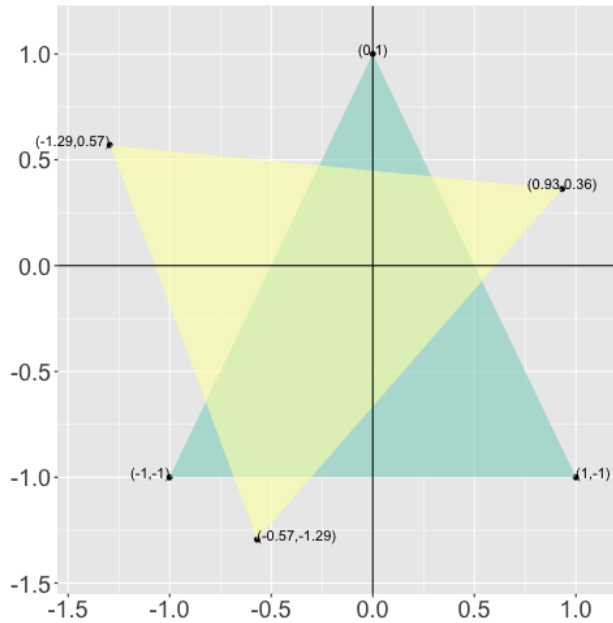375. Create a matrix to rotate a point 1.51 radians around the z-axis.

376.

Create a matrix to transform the green triangle into the yellow triangle.

377. Create a matrix to scale a point 3.30 along the x-axis and 4.46 along the y-axis and 2.18 along the z-axis.

378. Create a matrix to translate a point 2 in the y direction and 3 in the z direction.
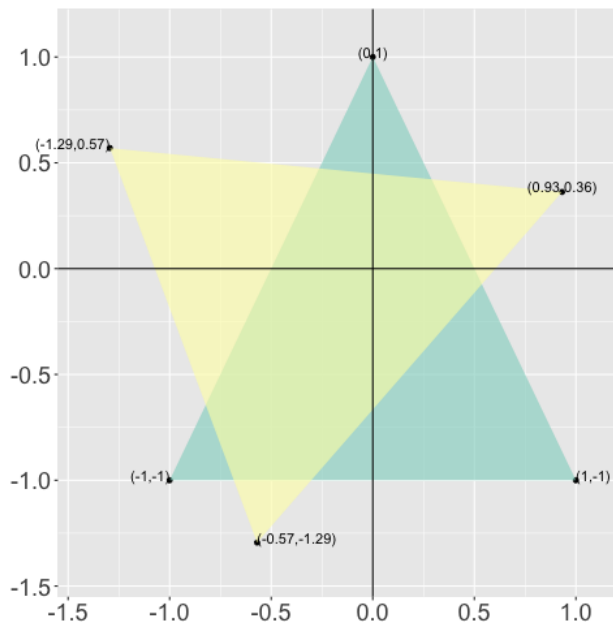
379.

Create a matrix to transform the green triangle into the yellow triangle.

380. Create a matrix to rotate a point 1.24 radians around the z-axis.

381. Create a matrix to scale a point 4.50 along the x-axis.

382. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and -2 in the z direction.
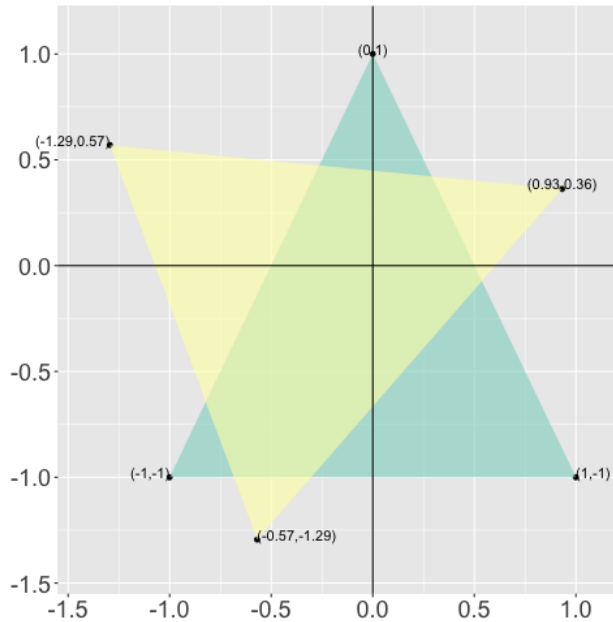
383.

Create a matrix to transform the green triangle into the yellow triangle.

384. Create a matrix to rotate a point 1.72 radians around the z-axis, and then translate a point -5 in the x direction and -1 in the z direction.

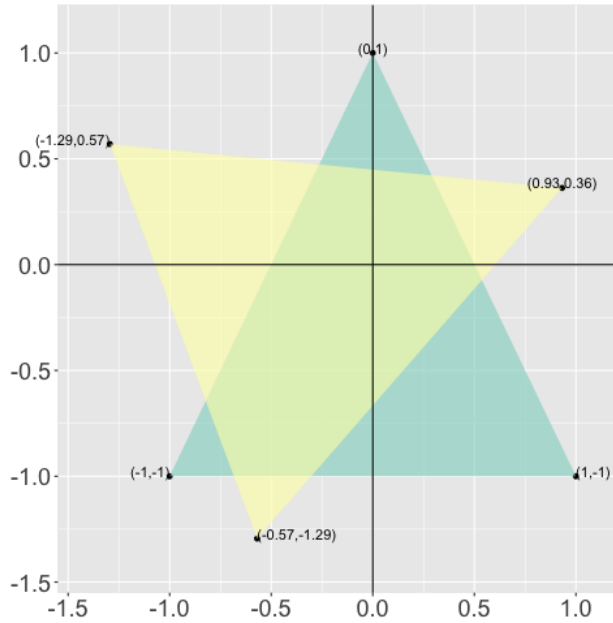385. Create a matrix to scale a point 2.60 along the x-axis.

386.

Create a matrix to transform the green triangle into the yellow triangle.
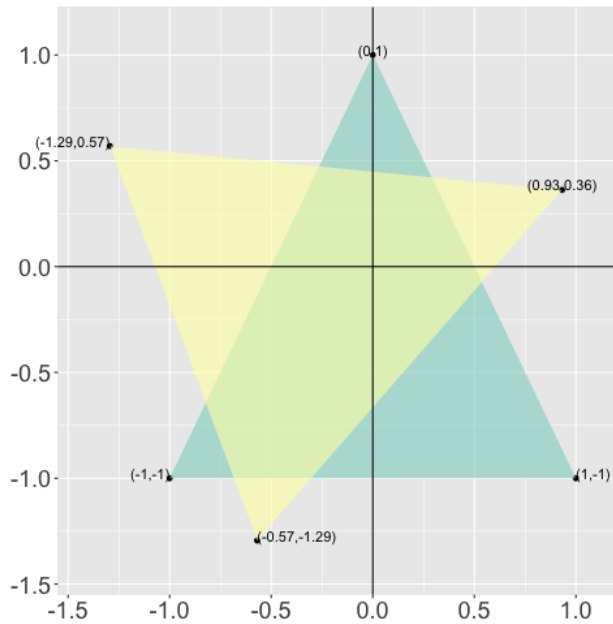
387. Create a matrix to rotate a point 1.45 radians around the z-axis, and then scale a point 4.06 along the x-axis and 3.84 along the y-axis and 2.04 along the z-axis, and then translate a point -4 in the x direction and -4 in the y direction and 2 in the z direction.

388. Create a matrix to scale a point 4.27 along the x-axis, and then rotate a point 1.52 radians around the z-axis, and then translate a point -1 in the x direction and -1 in the y direction and -1 in the z direction.

389.

Create a matrix to transform the green triangle into the yellow triangle.

390. Create a matrix to rotate a point 1.42 radians around the z-axis.

391. Create a matrix to rotate a point 1.72 radians around the z-axis.

392. Create a matrix to translate a point -5 in the x direction and -1 in the y direction and 4 in the z direction.
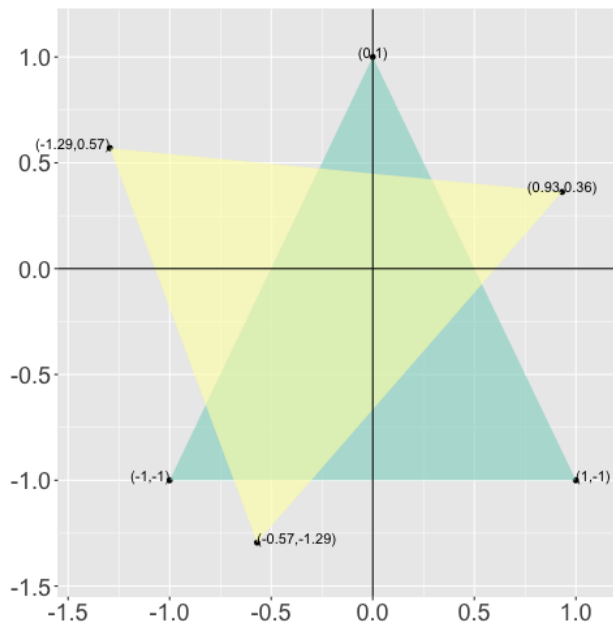
393. Create a matrix to transform the green triangle into the yellow triangle.

394. Create a matrix to translate a point 2 in the z direction.

395. Create a matrix to scale a point 0.24 along the y-axis and 1.94 along the z-axis.

396. Create a matrix to scale a point 4.39 along the y-axis.

397. Create a matrix to translate a point 2 in the x direction and 1 in the y direction and 1 in the z direction.
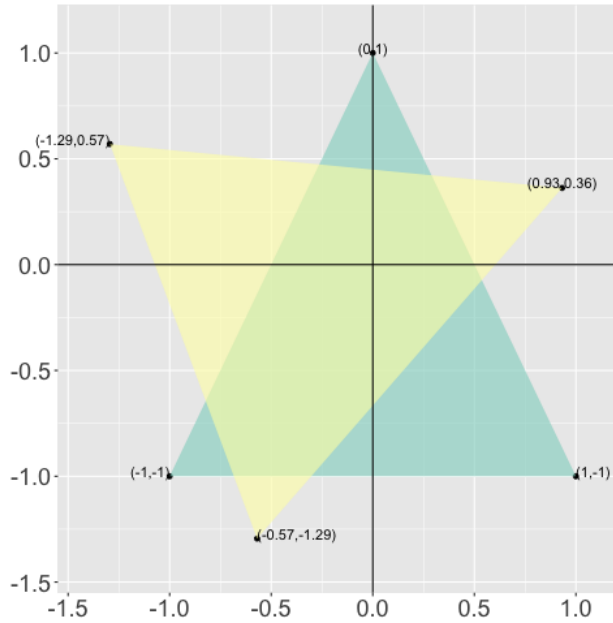

398. Create a matrix to transform the green triangle into the yellow triangle.

399. Create a matrix to translate a point 3 in the y direction and -4 in the z direction.

400. Create a matrix to scale a point 2.96 along the x-axis and 2.72 along the y-axis.

401. Create a matrix to scale a point 4.50 along the x-axis and 2.71 along the y-axis.

402. Create a matrix to rotate a point 0.43 radians around the z-axis.
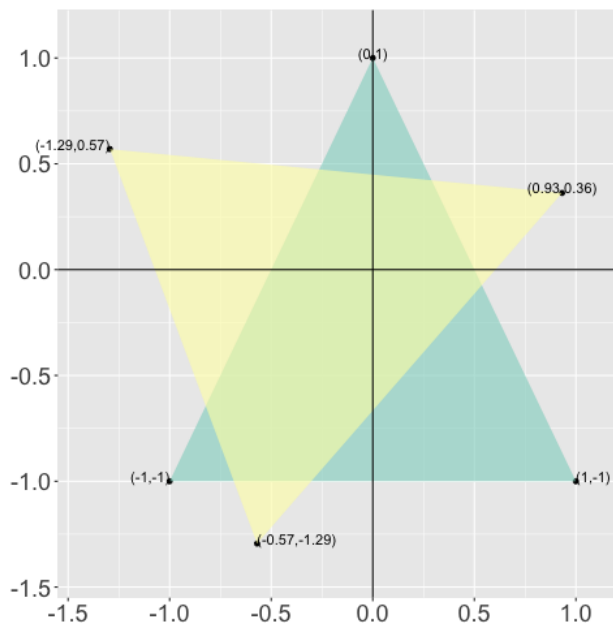
403.

Create a matrix to transform the green triangle into the yellow triangle.

404. Create a matrix to translate a point 2 in the x direction and -2 in the y direction and -2 in the z direction.

405. Create a matrix to rotate a point 1.04 radians around the z-axis, and then translate a point 4 in the x direction and -5 in the y direction, and then scale a point 0.60 along the x-axis.

406. Create a matrix to scale a point 0.58 along the x-axis, and then translate a point -4 in the x direction and -1 in the y direction and 3 in the z direction, and then rotate a point 0.55 radians around the z-axis.

407. Create a matrix to rotate a point 1.53 radians around the z-axis.

408. Create a matrix to rotate a point 0.46 radians around the z-axis.

409. Create a matrix to translate a point 4 in the x direction and -2 in the y direction, and then scale a point 1.62 along the y-axis and 1.84 along the z-axis.

410. Create a matrix to transform the green triangle into the yellow triangle.

411. Create a matrix to scale a point 1.91 along the z-axis.
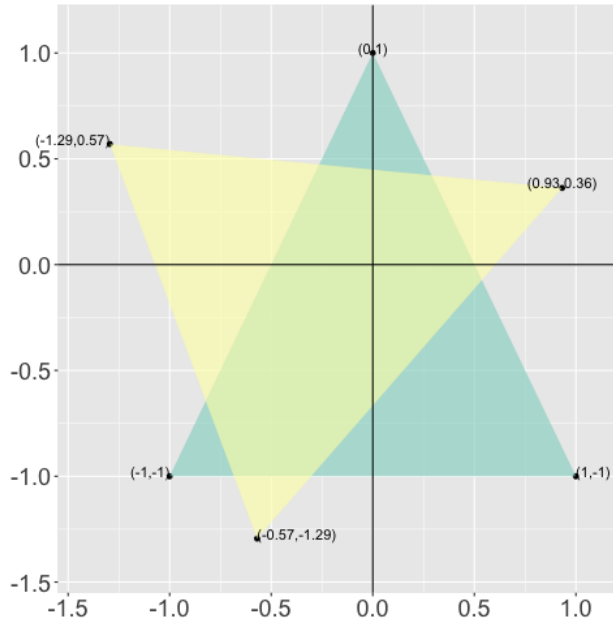

412. Create a matrix to transform the green triangle into the yellow triangle.

413. Create a matrix to translate a point -4 in the x direction and 3 in the y direction and 1 in the z direction.
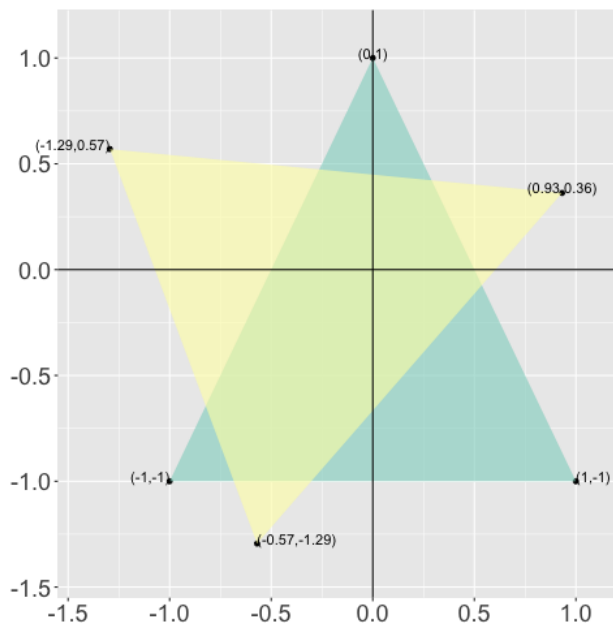
414. Create a matrix to scale a point 3.36 along the x-axis and 0.08 along the y-axis, and then rotate a point 1.36 radians around the z-axis.

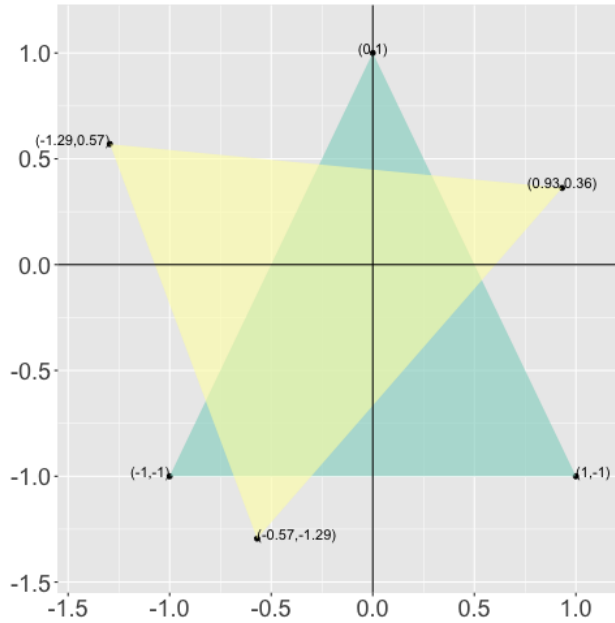415. Create a matrix to rotate a point 1.35 radians around the z-axis.

416. Create a matrix to scale a point 2.39 along the x-axis.

417. Create a matrix to transform the green triangle into the yellow triangle.

418. Create a matrix to scale a point 0.50 along the y-axis and 2.33 along the z-axis.

419. Create a matrix to translate a point 3 in the x direction and 4 in the y direction and 4 in the z direction.

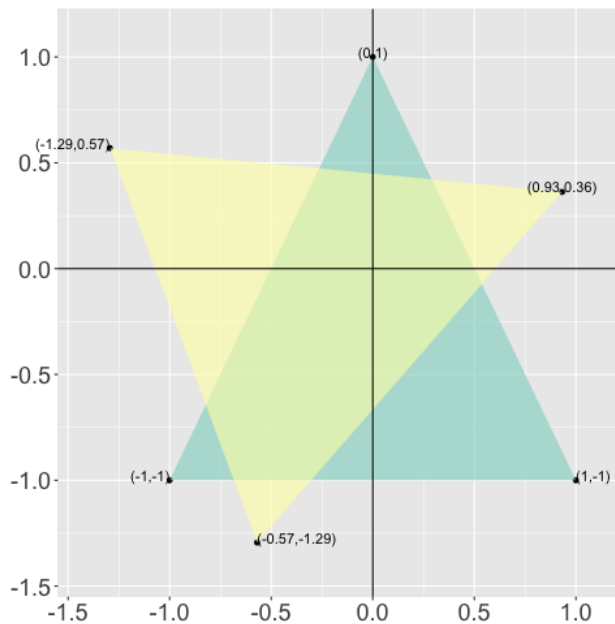420. Create a matrix to transform the green triangle into the yellow triangle.

421. Create a matrix to transform the green triangle into the yellow triangle.
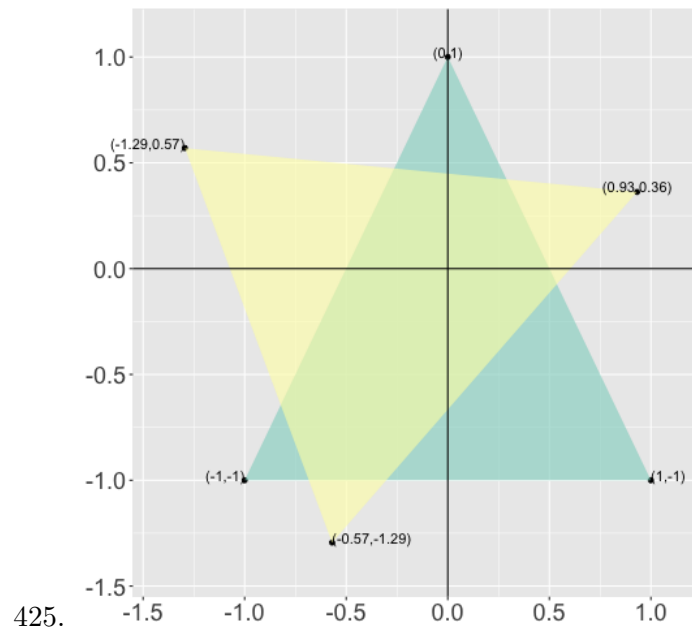
422. Create a matrix to translate a point 2 in the x direction and 4 in the y direction and -1 in the z direction.

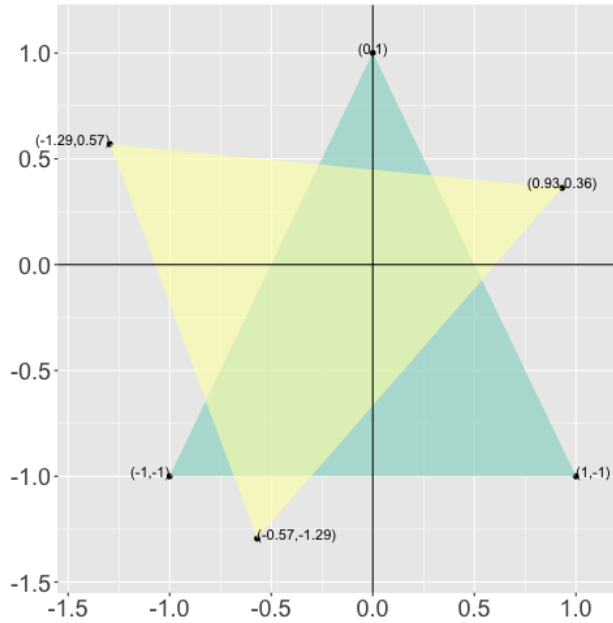423. Create a matrix to rotate a point 0.39 radians around the z-axis.

424. Create a matrix to transform the green triangle into the yellow triangle.
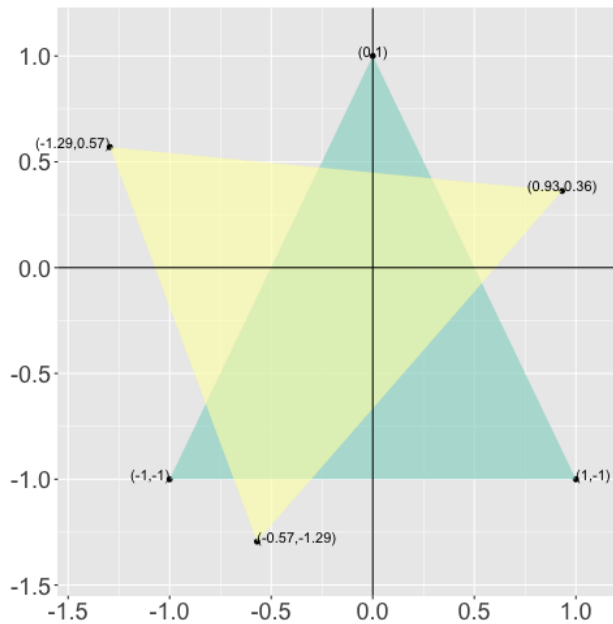
425.

Create a matrix to transform the green triangle into the yellow triangle.

426. Create a matrix to rotate a point 1.38 radians around the z-axis, and then scale a point 4.52 along the x-axis, and then translate a point -4 in the y direction.

427. Create a matrix to translate a point 1 in the x direction and -5 in the y direction and 3 in the z direction.

428. Create a matrix to rotate a point 0.67 radians around the z-axis.

429. Create a matrix to rotate a point 0.72 radians around the z-axis, and then scale a point 3.09 along the x-axis and 2.09 along the y-axis and 4.78 along the z-axis, and then translate a point 3 in the x direction and -3 in the z direction.

430. Create a matrix to scale a point 0.68 along the z-axis.

431. Create a matrix to transform the green triangle into the yellow triangle.

432. Create a matrix to translate a point -4 in the x direction and 2 in the y direction and -2 in the z direction, and then rotate a point 1.61 radians around the z-axis.

433. Create a matrix to transform the green triangle into the yellow triangle.

434. Create a matrix to translate a point -1 in the x direction and 3 in the y direction and 4 in the z direction, and then rotate a point 0.92 radians around the z-axis.
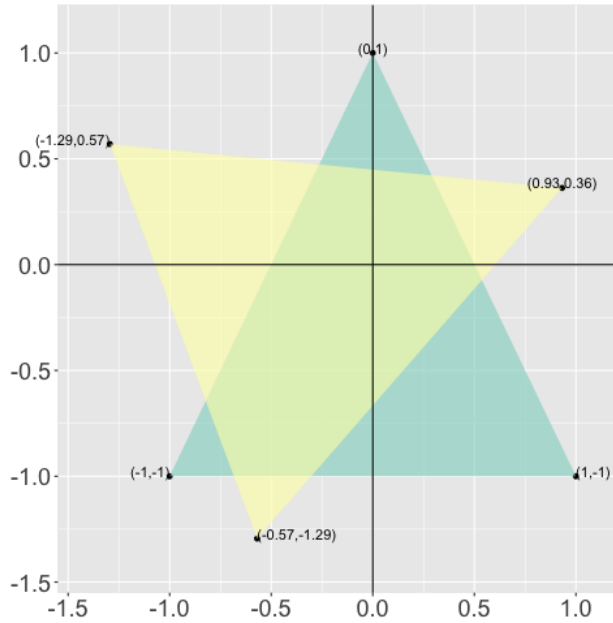
435. Create a matrix to scale a point 2.46 along the x-axis and 0.01 along the y-axis and 2.15 along the z-axis.

436. Create a matrix to transform the green triangle into the yellow triangle.

437. Create a matrix to translate a point 1 in the x direction and -2 in the y direction and -5 in the z direction, and then scale a point 1.13 along the x-axis, and then rotate a point 1.12 radians around the z-axis.

438. Create a matrix to scale a point 4.53 along the x-axis and 3.99 along the y-axis and 4.12 along the z-axis.

439. Create a matrix to scale a point 1.79 along the x-axis and 1.85 along the y-axis and 4.23 along the z-axis.

440. Create a matrix to rotate a point 1.01 radians around the z-axis, and then scale a point 0.68 along the z-axis, and then translate a point 2 in the x direction and 1 in the y direction and -2 in the z direction.

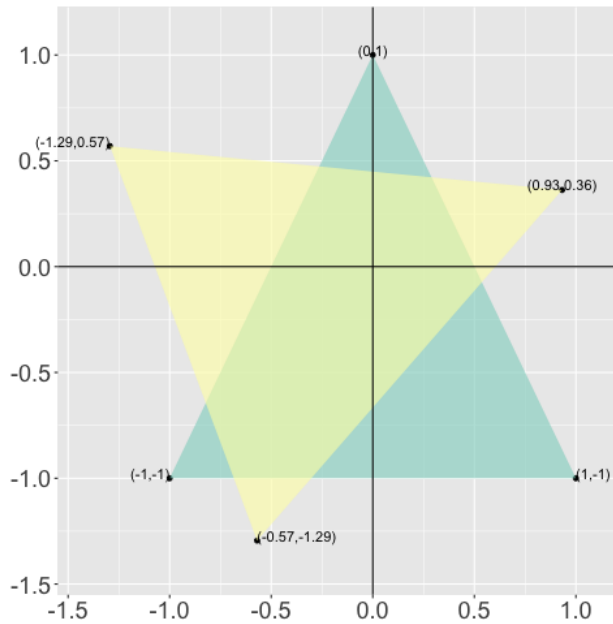441. Create a matrix to scale a point 4.49 along the x-axis.

442.

Create a matrix to transform the green triangle into the yellow triangle.

443. Create a matrix to rotate a point 0.54 radians around the z-axis.

444. Create a matrix to translate a point -5 in the x direction and 2 in the y direction and -1 in the z direction.
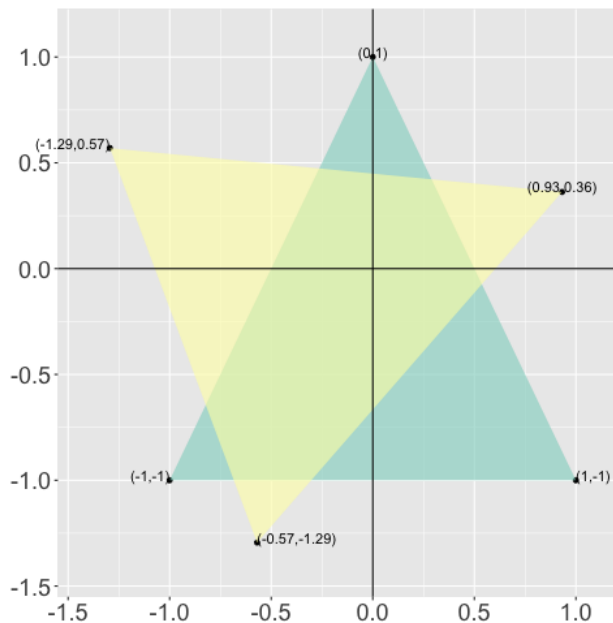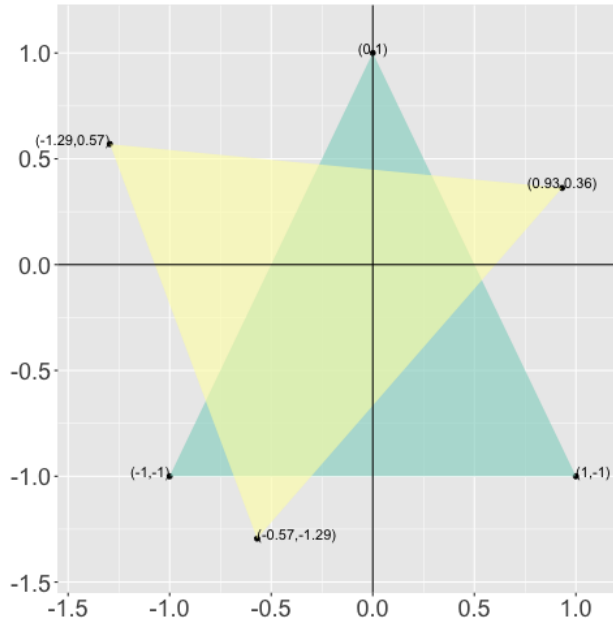
445.

Create a matrix to transform the green triangle into the yellow triangle.

446. Create a matrix to scale a point 1.10 along the x-axis and 1.25 along the z-axis.
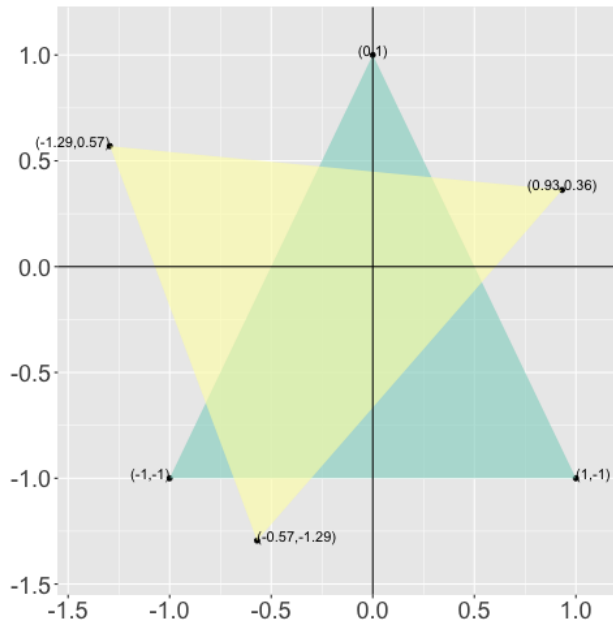
447. Create a matrix to transform the green triangle into the yellow triangle.

448. Create a matrix to rotate a point 1.04 radians around the z-axis.

449. Create a matrix to scale a point 2.93 along the x-axis and 4.27 along the y-axis and 4.24 along the z-axis.

450. Create a matrix to translate a point 3 in the x direction and 2 in the z direction.

451. Create a matrix to transform the green triangle into the yellow triangle.

452. Create a matrix to translate a point -5 in the y direction and 1 in the z direction.

453. Create a matrix to translate a point 1 in the x direction and 1 in the z direction, and then rotate a point 1.23 radians around the z-axis, and then scale a point 4.98 along the x-axis

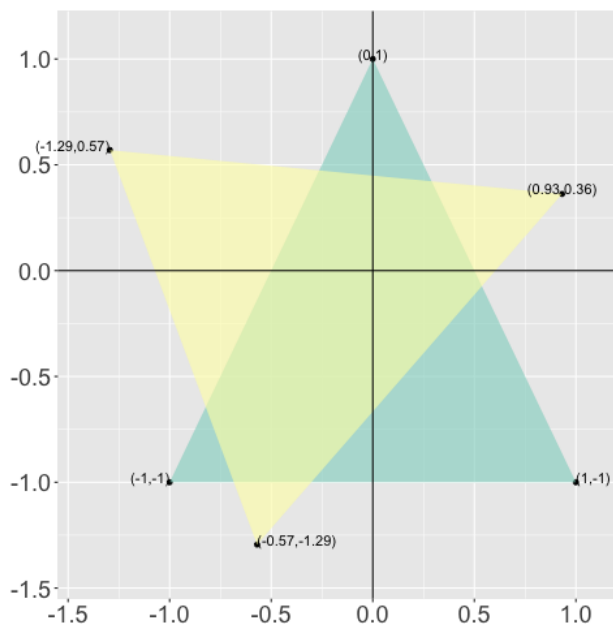and 4.56 along the y-axis and 3.81 along the z-axis.

454. Create a matrix to translate a point 2 in the x direction and -3 in the y direction and -5 in the z direction, and then rotate a point 0.72 radians around the z-axis.
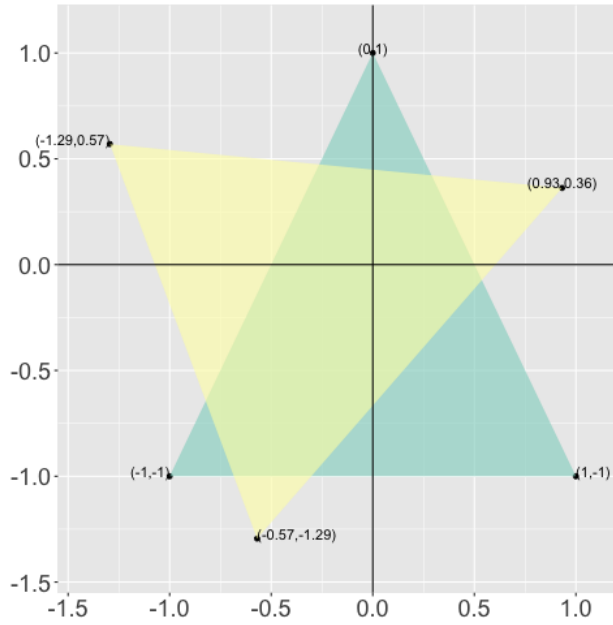

455. Create a matrix to transform the green triangle into the yellow triangle.

456. Create a matrix to translate a point 2 in the x direction and -1 in the y direction and 2 in the z direction.

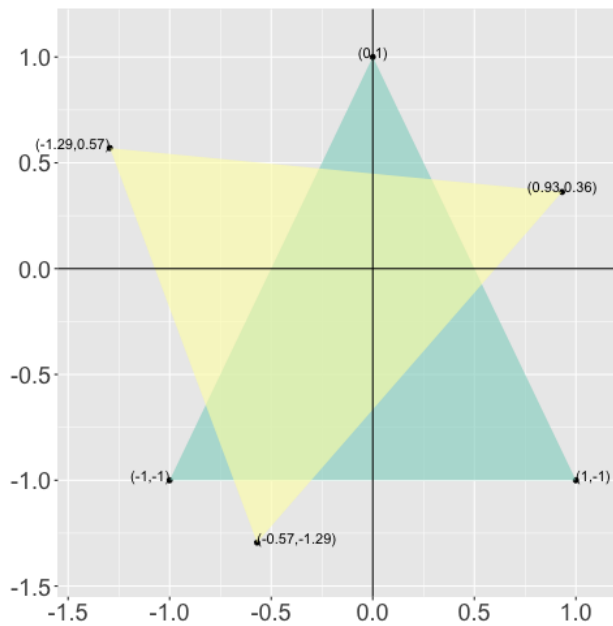457. Create a matrix to scale a point 3.88 along the y-axis.

458. Create a matrix to transform the green triangle into the yellow triangle.
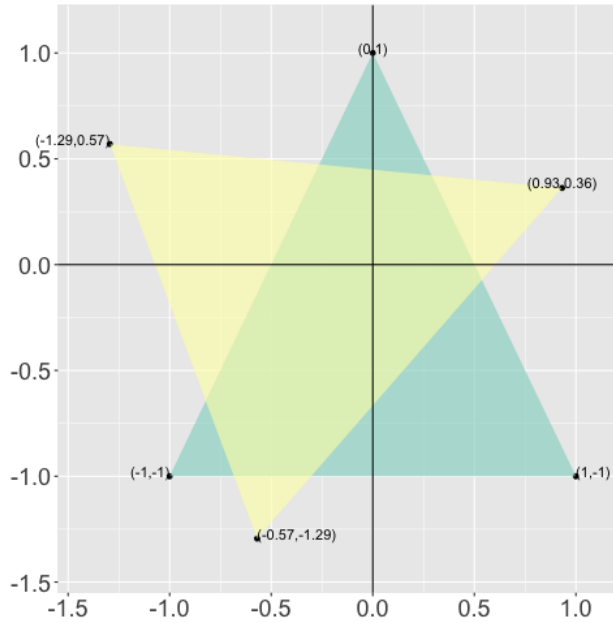
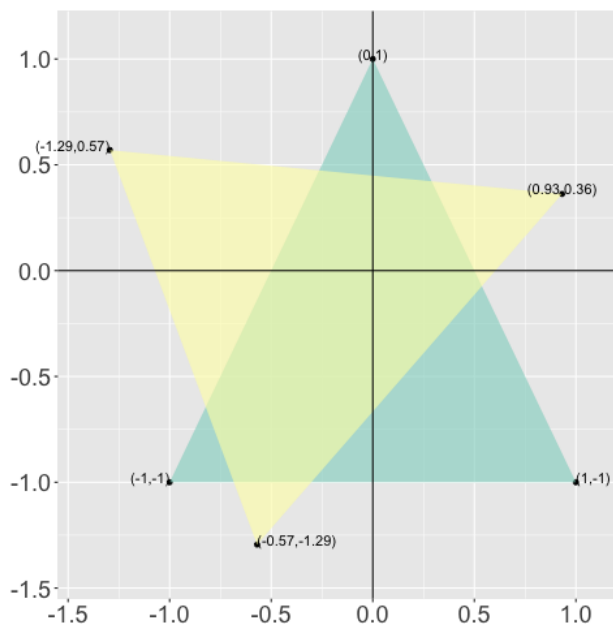459. Create a matrix to transform the green triangle into the yellow triangle.

460. Create a matrix to transform the green triangle into the yellow triangle.

461. Create a matrix to scale a point 2.99 along the x-axis and 4.20 along the y-axis.
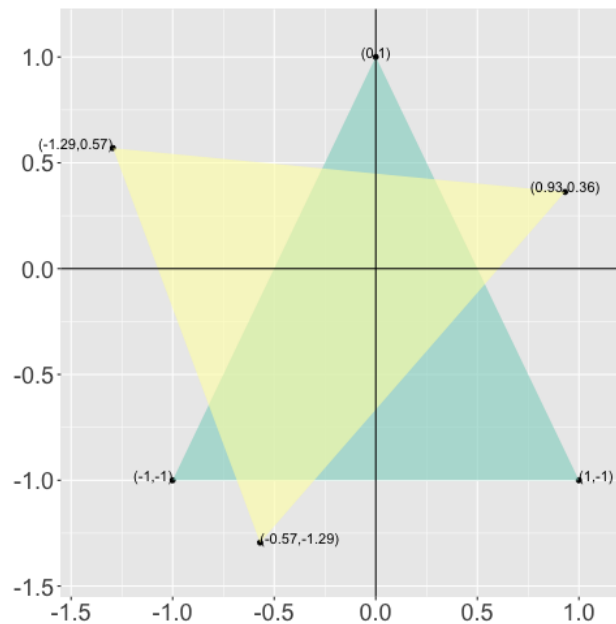
462. Create a matrix to transform the green triangle into the yellow triangle.

463. Create a matrix to translate a point -4 in the x direction and -4 in the y direction and -3 in the z direction.

464. Create a matrix to translate a point 1 in the x direction and -1 in the y direction, and then rotate a point 0.28 radians around the z-axis.

465. Create a matrix to translate a point 4 in the x direction and -3 in the y direction.

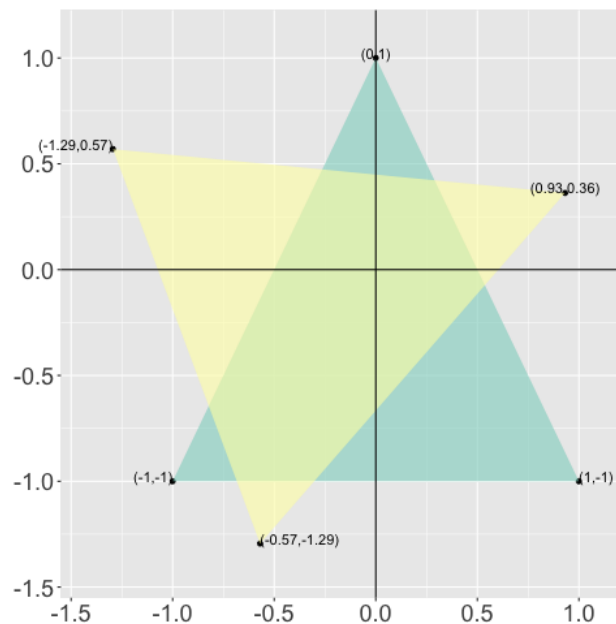466. Create a matrix to rotate a point 1.40 radians around the z-axis.

467. Create a matrix to transform the green triangle into the yellow triangle.

468. Create a matrix to scale a point 3.53 along the x-axis and 1.66 along the y-axis and 2.14 along the z-axis.

469. Create a matrix to scale a point 2.89 along the x-axis and 0.25 along the z-axis, and then rotate a point 0.52 radians around the z-axis, and then translate a point 3 in the x direction and 2 in the y direction and 3 in the z direction.

470.

Create a matrix to transform the green triangle into the yellow triangle.

471. Create a matrix to translate a point 1 in the y direction and -2 in the z direction.

472. Create a matrix to rotate a point 0.54 radians around the z-axis, and then scale a point 0.32 along the y-axis.

473.

Create a matrix to transform the green triangle into the yellow triangle.

474. Create a matrix to translate a point -3 in the x direction and 4 in the y direction and -5 in the z direction.

475. Create a matrix to scale a point 1.74 along the x-axis, and then rotate a point 0.77 radians around the z-axis, and then translate a point 2 in the x direction and 4 in the y direction and -3 in the z direction.
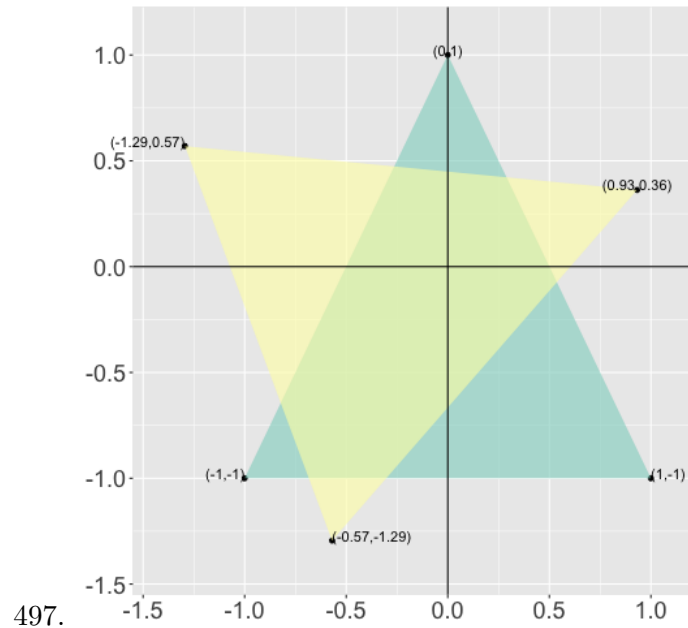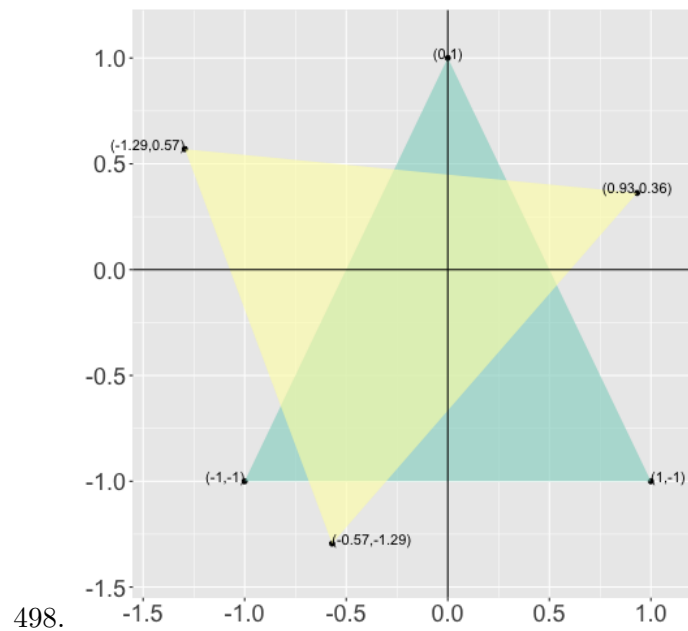
476. Create a matrix to scale a point 1.72 along the x-axis.

477. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and 4 in the z direction.

478. Create a matrix to translate a point -2 in the y direction, and then rotate a point 0.88 radians around the z-axis.

479. Create a matrix to rotate a point 0.27 radians around the z-axis.

480. Create a matrix to scale a point 0.78 along the x-axis and 4.73 along the y-axis and 0.96 along the z-axis.

481. Create a matrix to translate a point -2 in the x direction and 3 in the y direction and 2 in the z direction.

482. Create a matrix to scale a point 1.04 along the x-axis and 3.12 along the y-axis and 0.60 along the z-axis, and then translate a point -2 in the x direction and 2 in the y direction and 3 in the z direction.

483. Create a matrix to scale a point 2.19 along the x-axis, and then rotate a point 1.27 radians around the z-axis.

484. Create a matrix to scale a point 4.32 along the z-axis.

485. Create a matrix to rotate a point 0.79 radians around the z-axis.

486. Create a matrix to scale a point 3.98 along the x-axis and 0.09 along the y-axis and 0.65 along the z-axis.

487. Create a matrix to rotate a point 0.76 radians around the z-axis.

488. Create a matrix to rotate a point 0.64 radians around the z-axis, and then translate a point 3 in the x direction and 2 in the y direction and -2 in the z direction, and then scale a point 1.00 along the x-axis and 3.64 along the y-axis and 4.66 along the z-axis.

489. Create a matrix to rotate a point 0.30 radians around the z-axis.

490. Create a matrix to scale a point 1.24 along the x-axis and 4.63 along the y-axis and 2.07 along the z-axis.

491. Create a matrix to translate a point 4 in the x direction and 1 in the y direction and -2 in the z direction.

492. Create a matrix to rotate a point 0.33 radians around the z-axis.

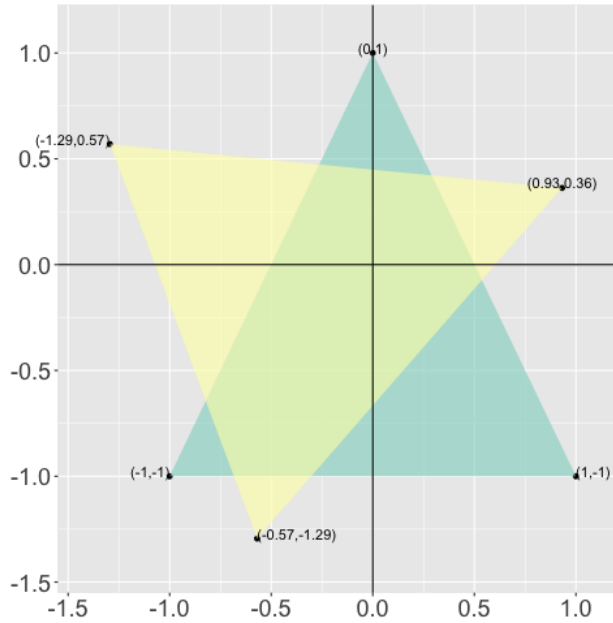493. Create a matrix to translate a point 1 in the x direction and 4 in the z direction.

494. Create a matrix to rotate a point 1.70 radians around the z-axis.

495. Create a matrix to scale a point 2.67 along the y-axis, and then rotate a point 1.06 radians around the z-axis, and then translate a point 1 in the x direction and 2 in the y direction and -1 in the z direction.

496. Create a matrix to scale a point 0.11 along the x-axis and 0.49 along the z-axis.

497.

Create a matrix to transform the green triangle into the yellow triangle.

498.

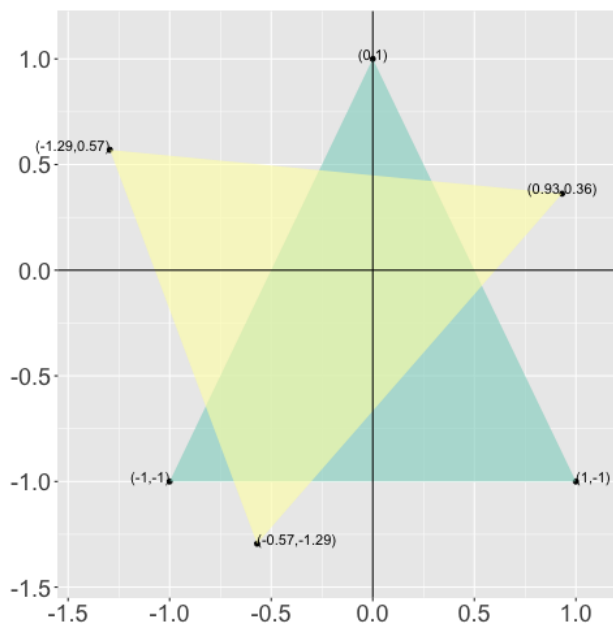Create a matrix to transform the green triangle into the yellow triangle.

499. Create a matrix to transform the green triangle into the yellow triangle.

500. Create a matrix to scale a point 2.14 along the x-axis and 1.12 along the z-axis.

501. Create a matrix to rotate a point 1.52 radians around the z-axis, and then translate a point -2 in the x direction and -2 in the y direction and -2 in the z direction.

502. Create a matrix to translate a point -2 in the x direction and 2 in the y direction and 3 in the z direction, and then scale a point 3.12 along the y-axis and 2.22 along the z-axis, and then rotate a point 0.64 radians around the z-axis.

503. Create a matrix to translate a point -3 in the x direction and 3 in the y direction and -1 in the z direction, and then scale a point 1.95 along the x-axis, and then rotate a point 0.91 radians around the z-axis.
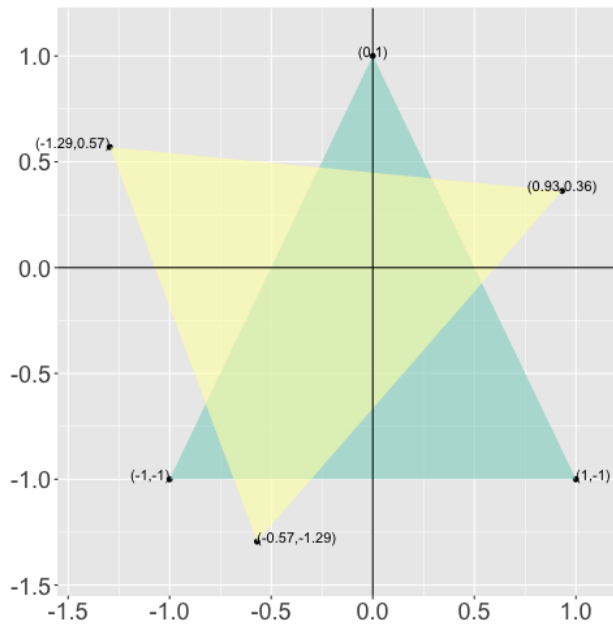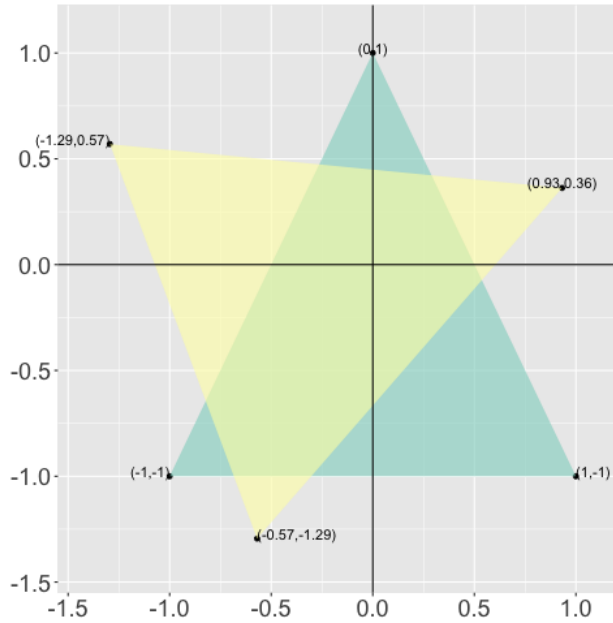

504.

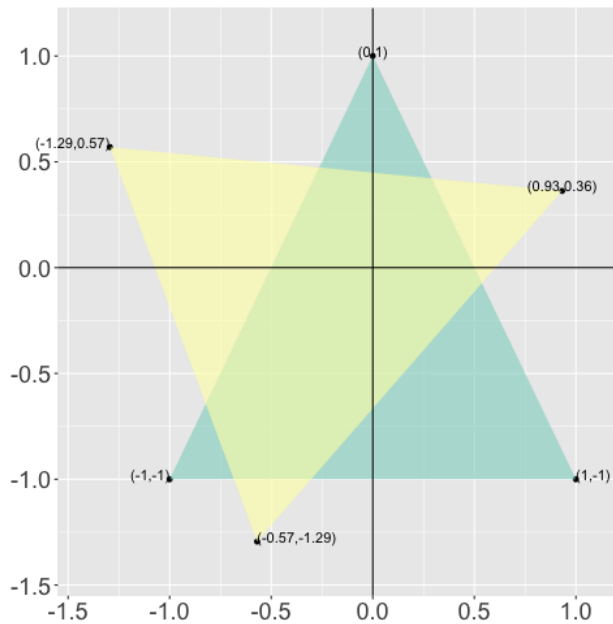Create a matrix to transform the green triangle into the yellow triangle.

505. Create a matrix to translate a point -3 in the x direction and 1 in the y direction and 2 in the z direction.

506. Create a matrix to rotate a point 1.61 radians around the z-axis.

507. Create a matrix to scale a point 3.18 along the x-axis, and then translate a point -5 in the x direction and -5 in the y direction and 4 in the z direction.

508. Create a matrix to scale a point 0.70 along the x-axis.

509. Create a matrix to rotate a point 1.58 radians around the z-axis.

510.

Create a matrix to transform the green triangle into the yellow triangle.

511. Create a matrix to rotate a point 0.72 radians around the z-axis.

512. Create a matrix to rotate a point 0.44 radians around the z-axis.

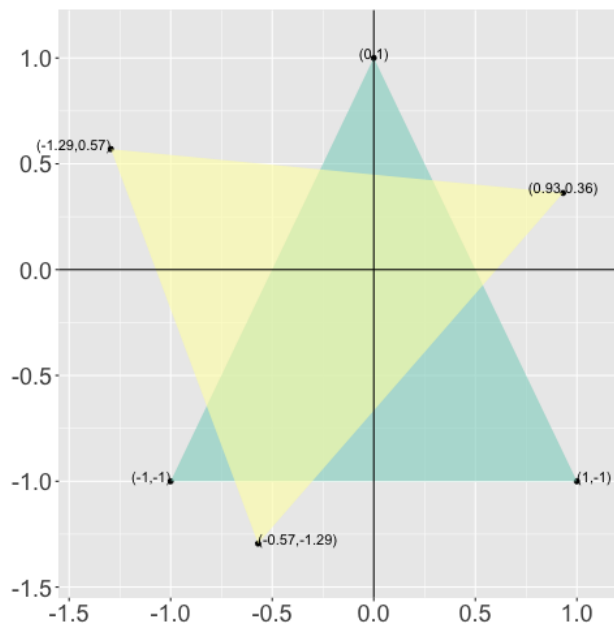513. Create a matrix to scale a point 0.89 along the y-axis.

73

514. Create a matrix to transform the green triangle into the yellow triangle.

515. Create a matrix to translate a point 4 in the x direction and -2 in the z direction, and then rotate a point 1.58 radians around the z-axis.

516. Create a matrix to scale a point 4.98 along the x-axis and 0.49 along the y-axis and 1.76 along the z-axis.

517. Create a matrix to rotate a point 1.36 radians around the z-axis.

518. Create a matrix to transform the green triangle into the yellow triangle.

519. Create a matrix to scale a point 2.80 along the y-axis and 4.87 along the z-axis, and then translate a point -1 in the x direction and -4 in the y direction and -3 in the z direction.
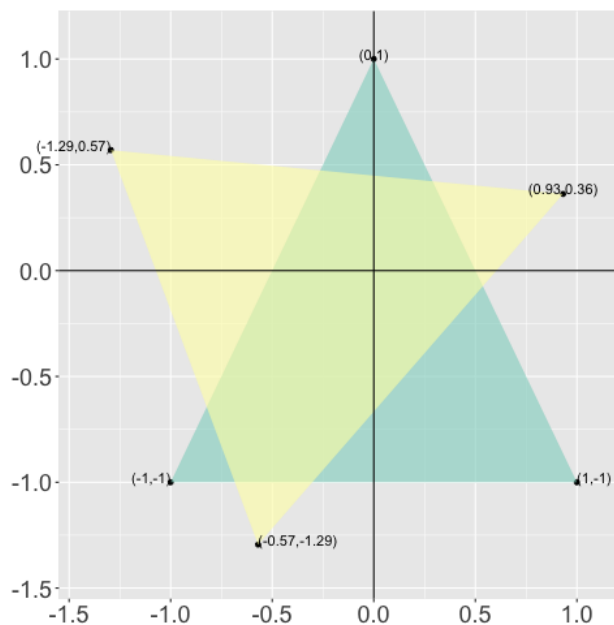
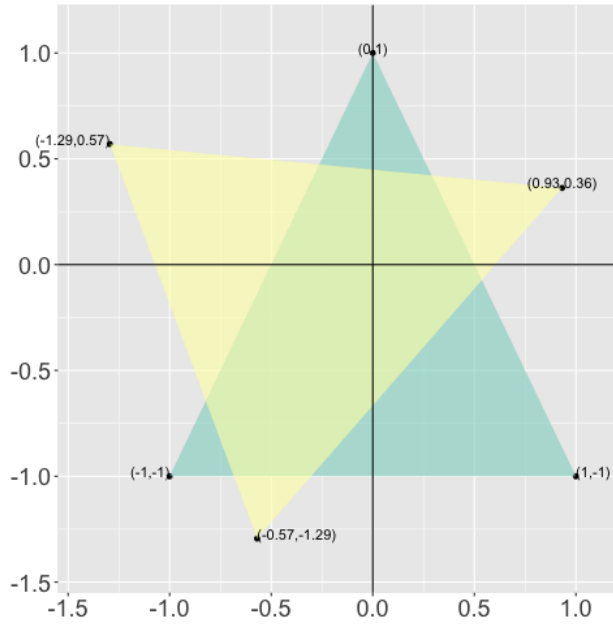520. Create a matrix to scale a point 2.23 along the x-axis.

521. Create a matrix to transform the green triangle into the yellow triangle.

522. Create a matrix to rotate a point 0.47 radians around the z-axis.

523. Create a matrix to scale a point 2.07 along the x-axis and 4.58 along the y-axis, and then rotate a point 0.45 radians around the z-axis.
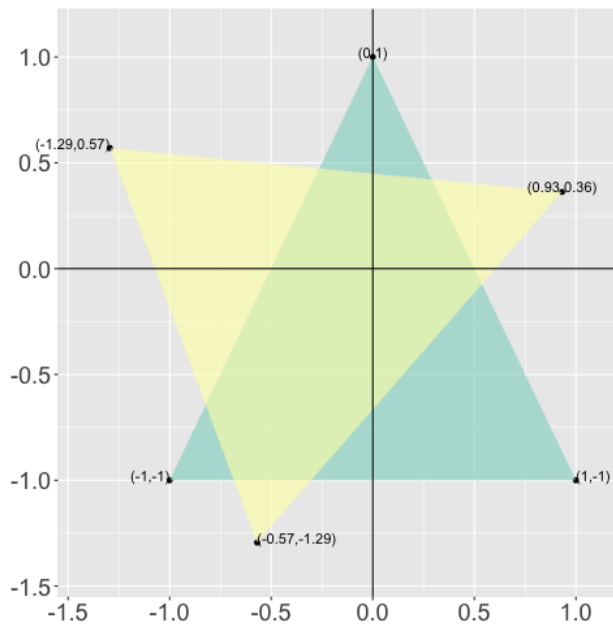

524. Create a matrix to transform the green triangle into the yellow triangle.

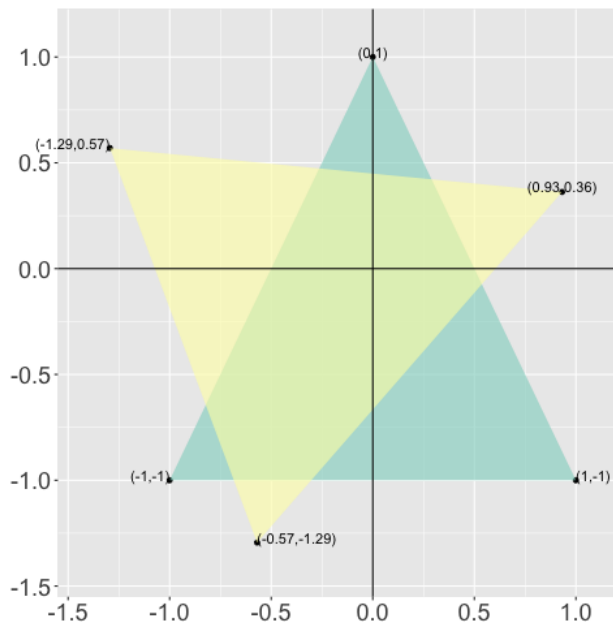525. Create a matrix to transform the green triangle into the yellow triangle.

526. Create a matrix to transform the green triangle into the yellow triangle.

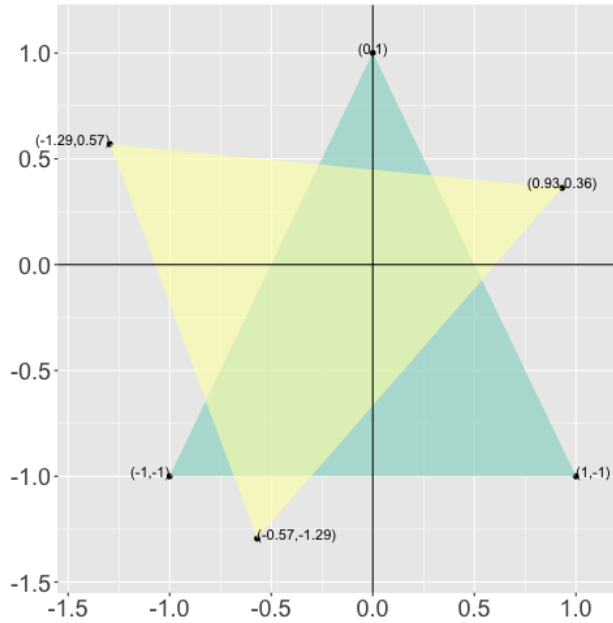527. Create a matrix to scale a point 0.22 along the x-axis.

528. Create a matrix to transform the green triangle into the yellow triangle.
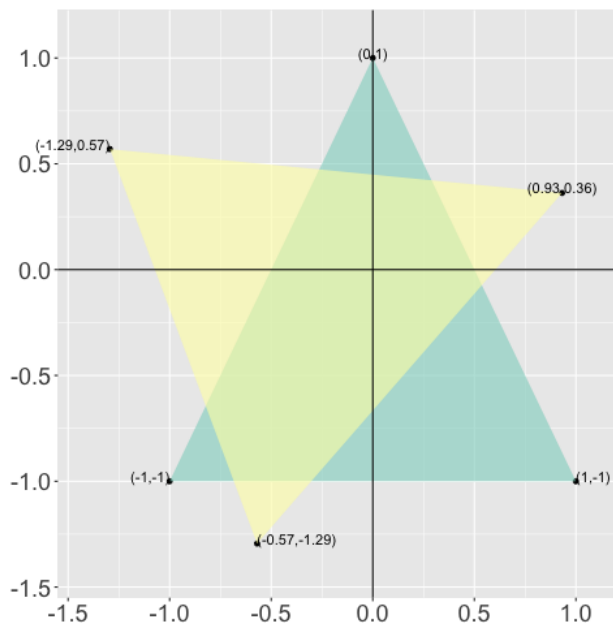

529. Create a matrix to transform the green triangle into the yellow triangle.

530. Create a matrix to rotate a point 1.80 radians around the z-axis, and then translate a point 1 in the x direction and 1 in the y direction and -4 in the z direction, and then scale a point 2.47 along the z-axis.

531. Create a matrix to scale a point 2.03 along the x-axis.

532. Create a matrix to transform the green triangle into the yellow triangle.

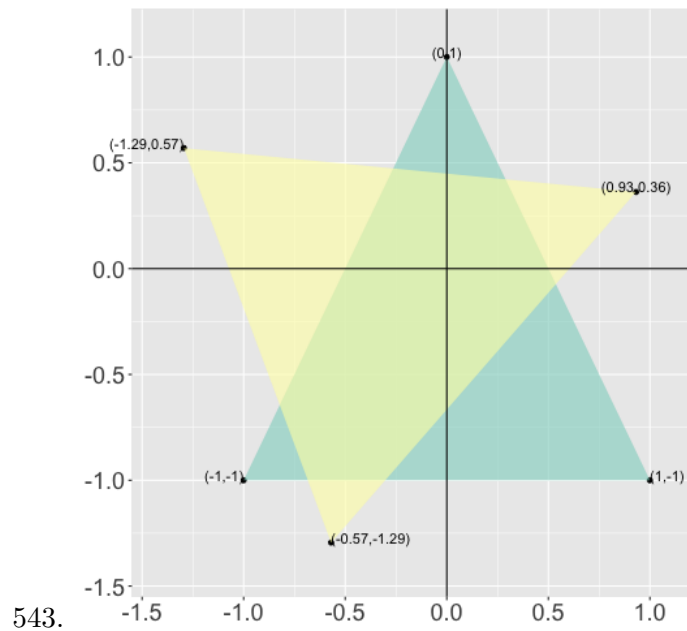533. Create a matrix to rotate a point 1.41 radians around the z-axis.

534. Create a matrix to transform the green triangle into the yellow triangle.

535. Create a matrix to translate a point 1 in the x direction and -2 in the y direction and -5 in the z direction, and then rotate a point 0.65 radians around the z-axis.
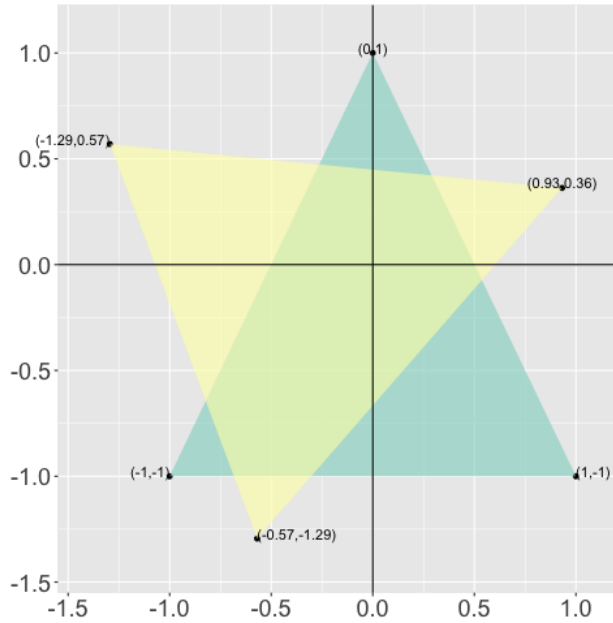
536. Create a matrix to translate a point -1 in the x direction and 1 in the y direction and -1 in the z direction, and then rotate a point 1.86 radians around the z-axis, and then scale a point 4.82 along the x-axis.

537. Create a matrix to rotate a point 0.80 radians around the z-axis.

538. Create a matrix to rotate a point 0.52 radians around the z-axis.

539. Create a matrix to rotate a point 1.38 radians around the z-axis.

540. Create a matrix to rotate a point 0.62 radians around the z-axis.

541. Create a matrix to rotate a point 0.86 radians around the z-axis.

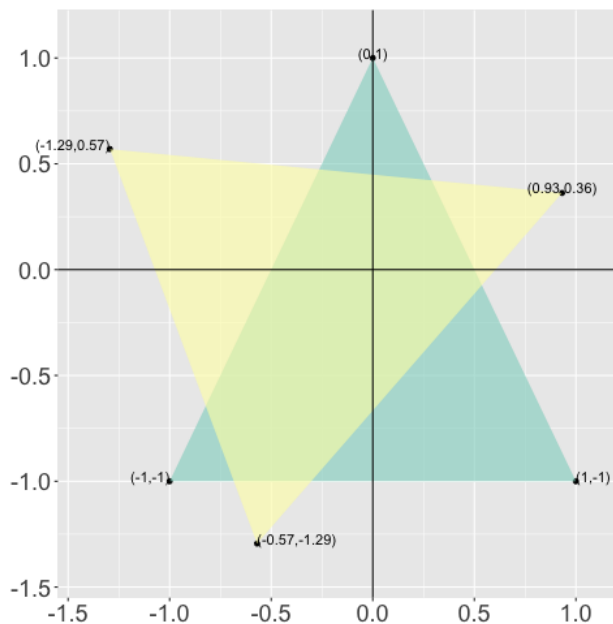542. Create a matrix to rotate a point 0.70 radians around the z-axis.

543.

Create a matrix to transform the green triangle into the yellow triangle.

544. Create a matrix to scale a point 1.54 along the y-axis and 2.99 along the z-axis.

545. Create a matrix to rotate a point 0.86 radians around the z-axis, and then scale a point 0.14 along the z-axis, and then translate a point -1 in the x direction and -2 in the y direction and -4 in the z direction.

546. Create a matrix to scale a point 2.30 along the x-axis and 4.05 along the z-axis, and then translate a point 2 in the x direction and 3 in the y direction and 1 in the z direction, and then rotate a point 0.74 radians around the z-axis.

547. Create a matrix to rotate a point 1.36 radians around the z-axis, and then translate a point -3 in the x direction and 1 in the z direction.

548. Create a matrix to transform the green triangle into the yellow triangle.

549. Create a matrix to scale a point 3.20 along the y-axis and 4.76 along the z-axis.
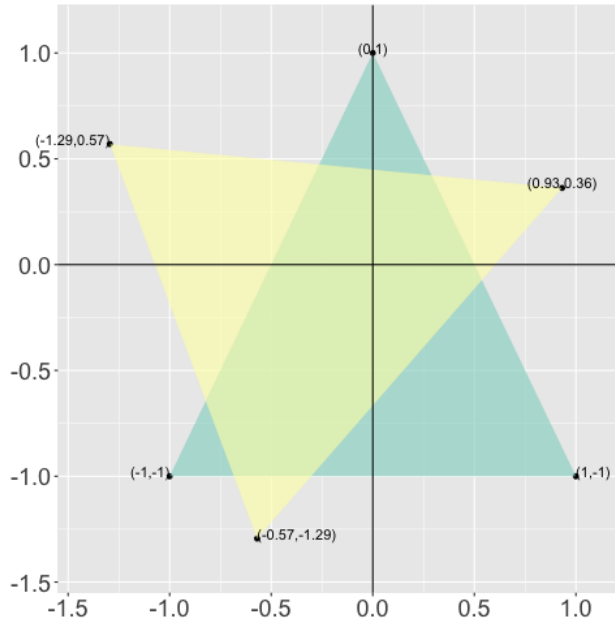

550. Create a matrix to transform the green triangle into the yellow triangle.

551. Create a matrix to translate a point 2 in the x direction and 1 in the y direction and 2 in the z direction.

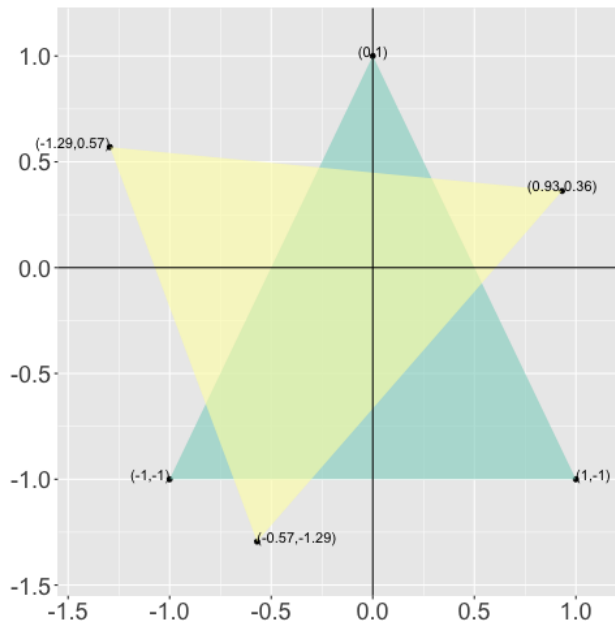552. Create a matrix to rotate a point 1.20 radians around the z-axis.

553. Create a matrix to transform the green triangle into the yellow triangle.

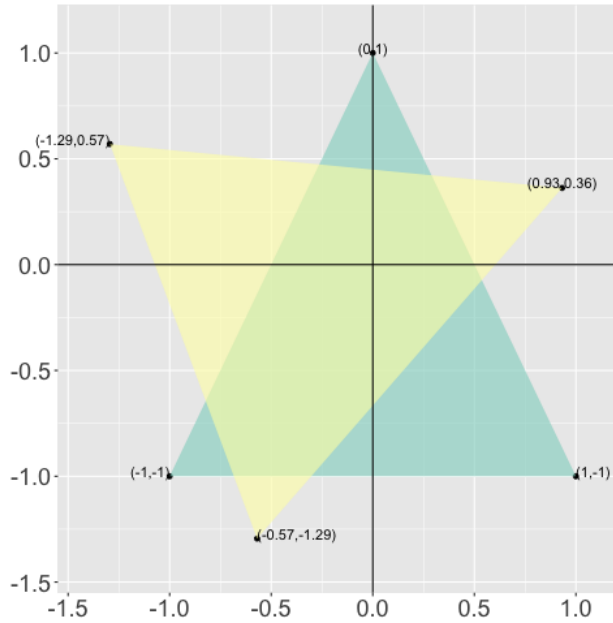554. Create a matrix to rotate a point 1.53 radians around the z-axis.

555. Create a matrix to transform the green triangle into the yellow triangle.

556. Create a matrix to scale a point 1.99 along the y-axis.

557. Create a matrix to translate a point 2 in the y direction and -3 in the z direction.
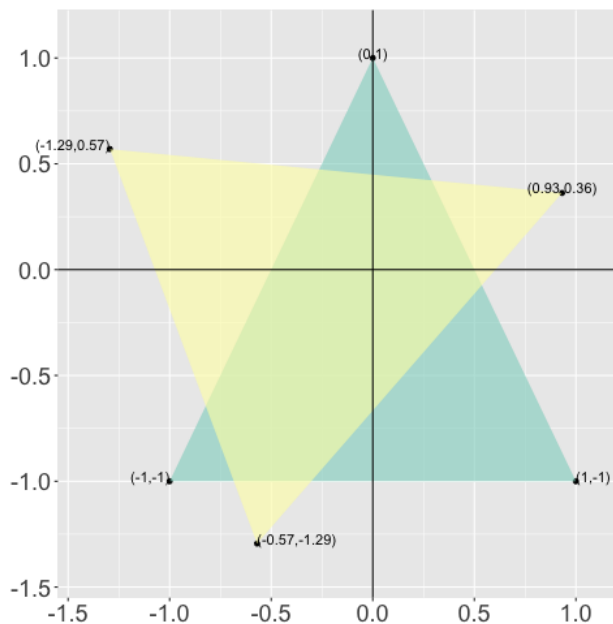
558. Create a matrix to translate a point 2 in the x direction and -1 in the z direction.

559. Create a matrix to transform the green triangle into the yellow triangle.

560. Create a matrix to translate a point 1 in the x direction and -5 in the z direction.
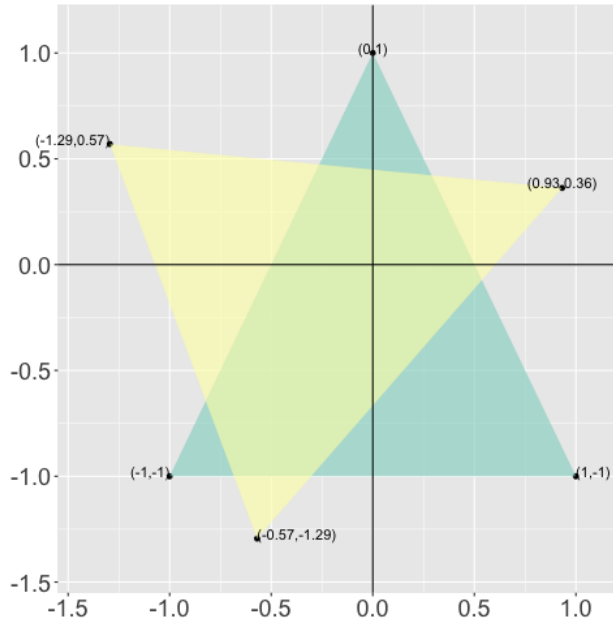

561. Create a matrix to transform the green triangle into the yellow triangle.
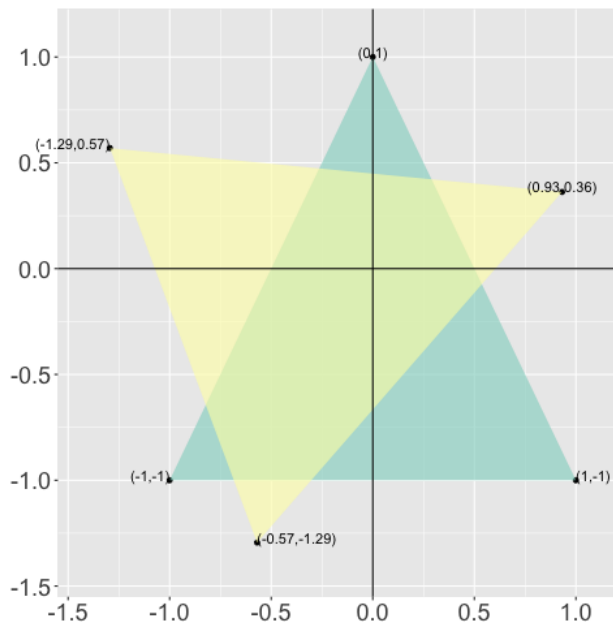
562. Create a matrix to translate a point 4 in the x direction and -1 in the y direction and -4 in the z direction.

563. Create a matrix to rotate a point 1.55 radians around the z-axis.

564. Create a matrix to transform the green triangle into the yellow triangle.
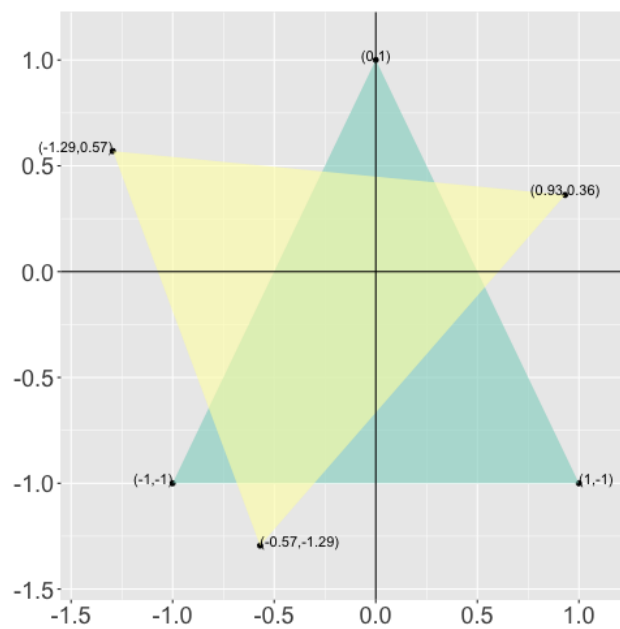

565. Create a matrix to transform the green triangle into the yellow triangle.

566. Create a matrix to rotate a point 1.26 radians around the z-axis, and then translate a point -1 in the x direction and -3 in the y direction and -1 in the z direction, and then scale a point 2.80 along the y-axis and 4.02 along the z-axis.

567. Create a matrix to scale a point 1.07 along the x-axis and 0.06 along the y-axis and 2.01 along the z-axis, and then translate a point 4 in the x direction and -4 in the z direction.

568. Create a matrix to scale a point 4.77 along the x-axis and 1.63 along the y-axis and 3.10 along the z-axis, and then translate a point -1 in the x direction, and then rotate a point 0.82 radians around the z-axis.

569. Create a matrix to translate a point 4 in the x direction and -2 in the z direction, and then scale a point 3.98 along the x-axis and 4.75 along the y-axis.

570. Create a matrix to transform the green triangle into the yellow triangle.

571. Create a matrix to transform the green triangle into the yellow triangle.
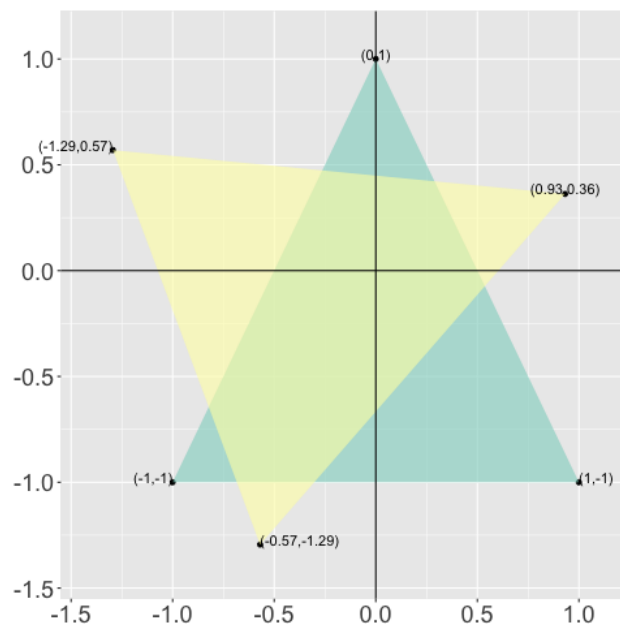
572.

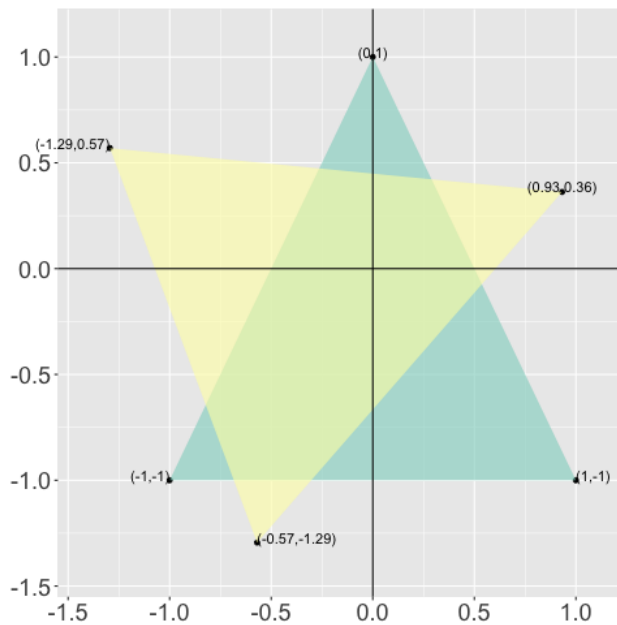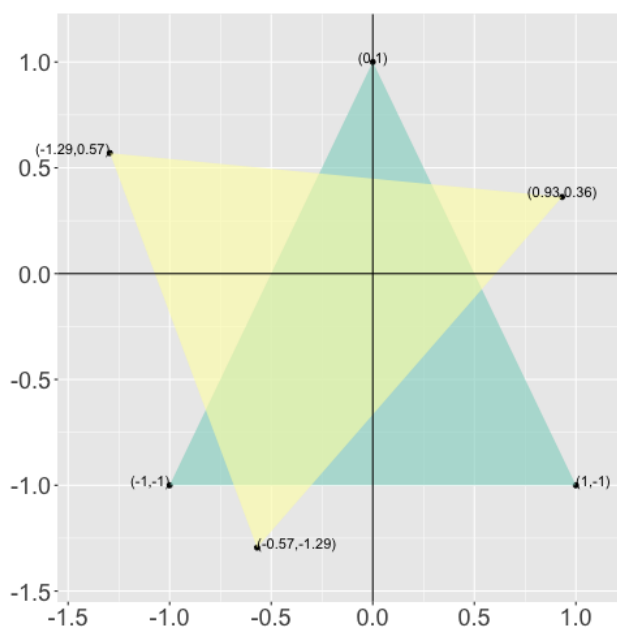Create a matrix to transform the green triangle into the yellow triangle.

573.

Create a matrix to transform the green triangle into the yellow triangle.

574.

Create a matrix to transform the green triangle into the yellow triangle.

575. Create a matrix to translate a point 2 in the x direction and 1 in the y direction and -3 in the z direction.

576. Create a matrix to scale a point 4.84 along the x-axis and 2.21 along the y-axis and 5.00 along the z-axis.

577.

Create a matrix to transform the green triangle into the yellow triangle.

578. Create a matrix to translate a point 3 in the x direction and -1 in the y direction and 1 in the z direction.

579. Create a matrix to rotate a point 0.61 radians around the z-axis.

580. Create a matrix to translate a point -2 in the x direction and -1 in the y direction and 3 in the z direction, and then scale a point 2.29 along the x-axis and 0.07 along the y-axis and 0.30 along the z-axis.

581. Create a matrix to rotate a point 0.55 radians around the z-axis, and then scale a point 3.65 along the x-axis and 2.35 along the y-axis and 0.82 along the z-axis.

582. Create a matrix to rotate a point 1.11 radians around the z-axis.

583. Create a matrix to translate a point -1 in the x direction and -3 in the y direction and -3 in the z direction.

584. Create a matrix to translate a point -1 in the y direction and 4 in the z direction.

585. Create a matrix to scale a point 3.42 along the y-axis and 0.22 along the z-axis.

586. Create a matrix to scale a point 2.75 along the x-axis and 1.15 along the z-axis.

587.

Create a matrix to transform the green triangle into the yellow triangle.

588. Create a matrix to rotate a point 0.65 radians around the z-axis, and then translate a point 2 in the x direction and -4 in the y direction and -3 in the z direction.

589. Create a matrix to translate a point -5 in the x direction and -3 in the y direction.

590. Create a matrix to scale a point 1.86 along the x-axis.

591. Create a matrix to scale a point 1.78 along the x-axis and 0.12 along the z-axis, and then rotate a point 0.49 radians around the z-axis.
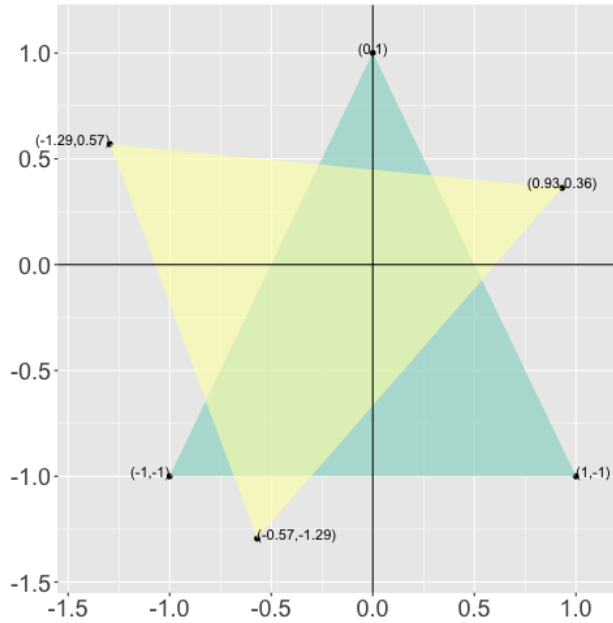
592. Create a matrix to transform the green triangle into the yellow triangle.

593. Create a matrix to transform the green triangle into the yellow triangle.
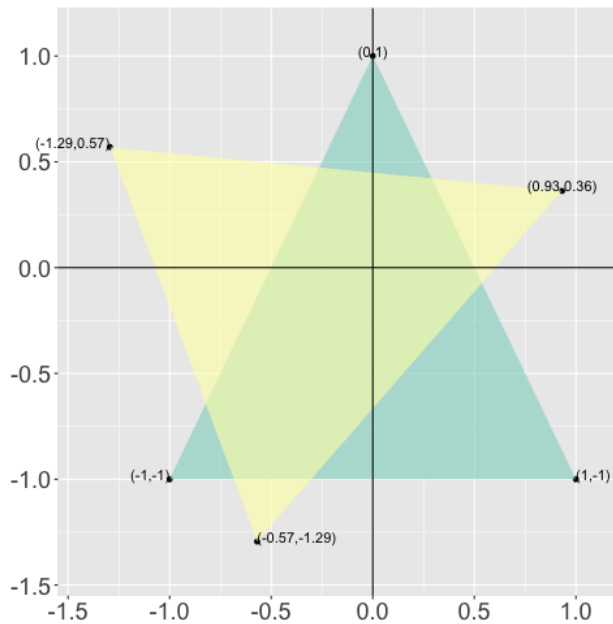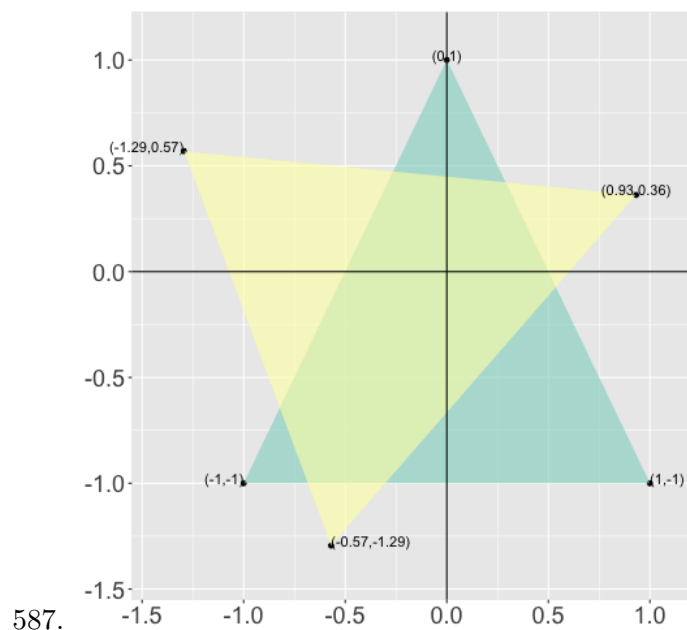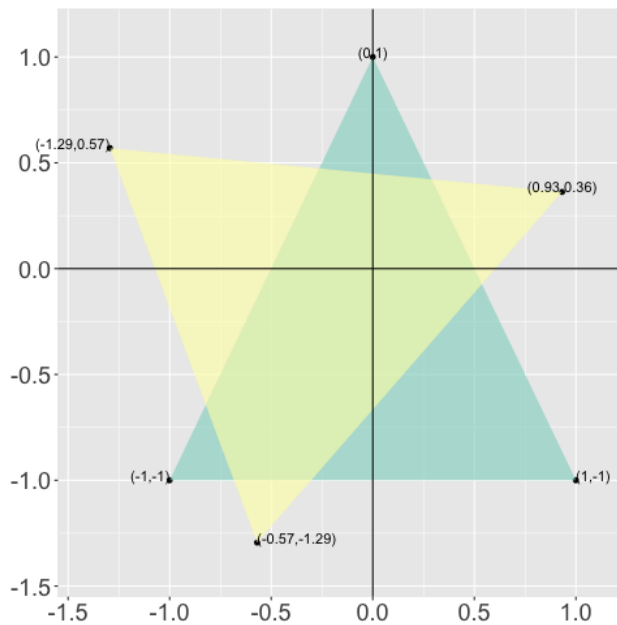
594. Create a matrix to transform the green triangle into the yellow triangle.

595. Create a matrix to translate a point -2 in the x direction and 1 in the y direction and 2 in the z direction.

596. Create a matrix to translate a point -1 in the x direction and 2 in the y direction and -3 in the z direction.

597. Create a matrix to scale a point 0.47 along the x-axis.

598. Create a matrix to transform the green triangle into the yellow triangle.

599. Create a matrix to translate a point -4 in the x direction and 1 in the y direction and 4 in the z direction.

600. Create a matrix to rotate a point 0.92 radians around the z-axis.

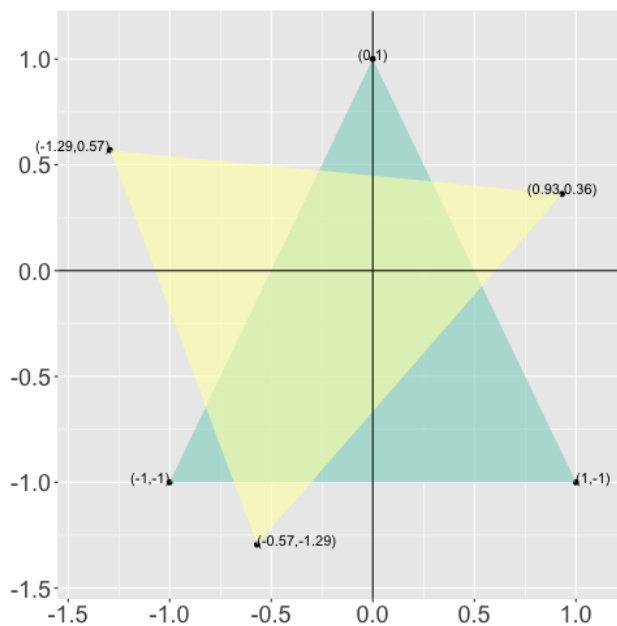601. Create a matrix to transform the green triangle into the yellow triangle.

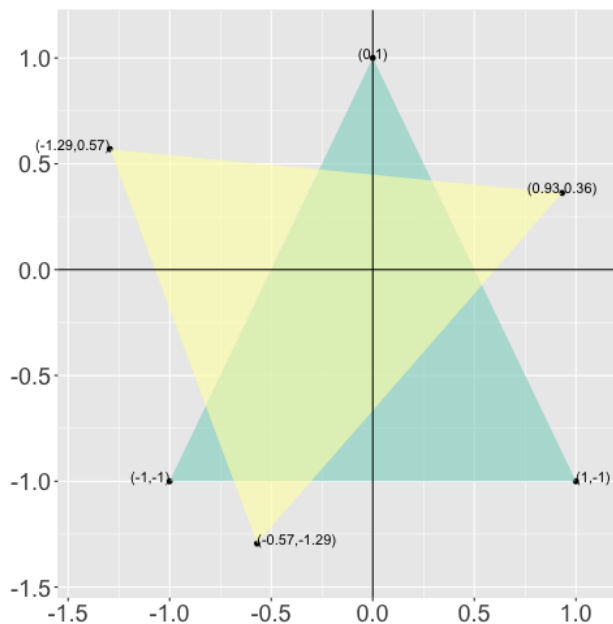602. Create a matrix to rotate a point 1.10 radians around the z-axis, and then translate a point -5 in the x direction and -5 in the y direction.

603. Create a matrix to rotate a point 0.88 radians around the z-axis.

604. Create a matrix to scale a point 3.72 along the z-axis.

605. Create a matrix to translate a point -2 in the x direction and 3 in the y direction and -5 in the z direction.
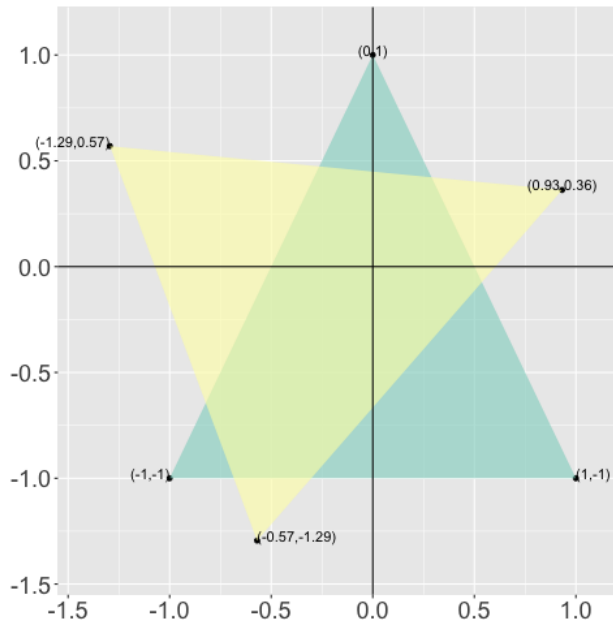

606. Create a matrix to transform the green triangle into the yellow triangle.

607. Create a matrix to translate a point -2 in the x direction and -2 in the y direction and -4 in the z direction.

608. Create a matrix to translate a point -5 in the x direction and -3 in the y direction and 1 in the z direction.

609. Create a matrix to scale a point 3.60 along the x-axis.

610. Create a matrix to rotate a point 1.32 radians around the z-axis.

611. Create a matrix to rotate a point 0.67 radians around the z-axis, and then translate a point 1 in the x direction and 3 in the y direction.

612. Create a matrix to scale a point 4.16 along the x-axis and 3.89 along the y-axis and 0.85 along the z-axis, and then rotate a point 0.23 radians around the z-axis, and then translate a point -1 in the x direction and -2 in the y direction and 2 in the z direction.

613.

Create a matrix to transform the green triangle into the yellow triangle.

614. Create a matrix to translate a point -2 in the x direction and 3 in the y direction and 1 in the z direction.

615. Create a matrix to scale a point 3.53 along the x-axis and 4.54 along the z-axis.

616. Create a matrix to translate a point 2 in the x direction and -5 in the y direction and -3 in the z direction.

617. Create a matrix to scale a point 1.90 along the x-axis.

618. Create a matrix to translate a point 4 in the x direction and -2 in the y direction and -5 in the z direction.

619. Create a matrix to scale a point 0.02 along the x-axis and 4.93 along the z-axis, and then translate a point 4 in the x direction and 3 in the y direction and -5 in the z direction, and then rotate a point 0.81 radians around the z-axis.

620. Create a matrix to scale a point 3.99 along the y-axis.

621. Create a matrix to transform the green triangle into the yellow triangle.

622. Create a matrix to translate a point -2 in the x direction and -2 in the y direction and 1 in the z direction.
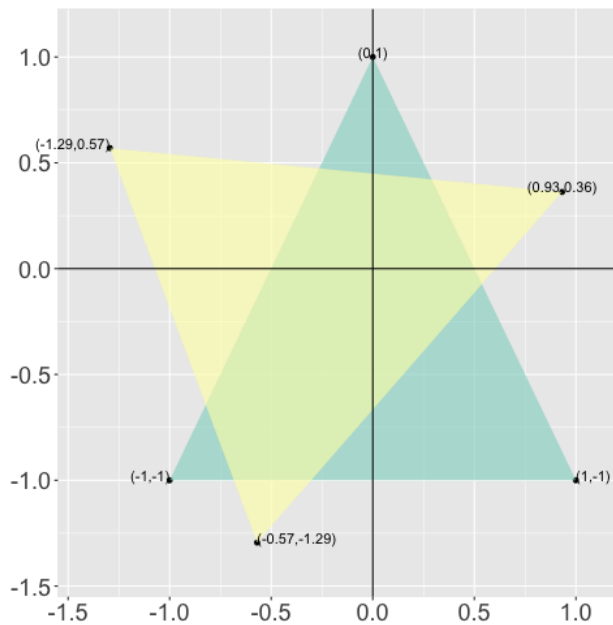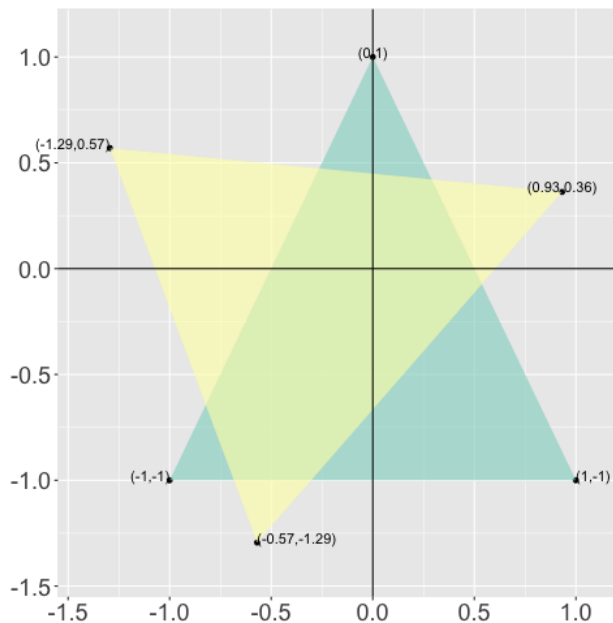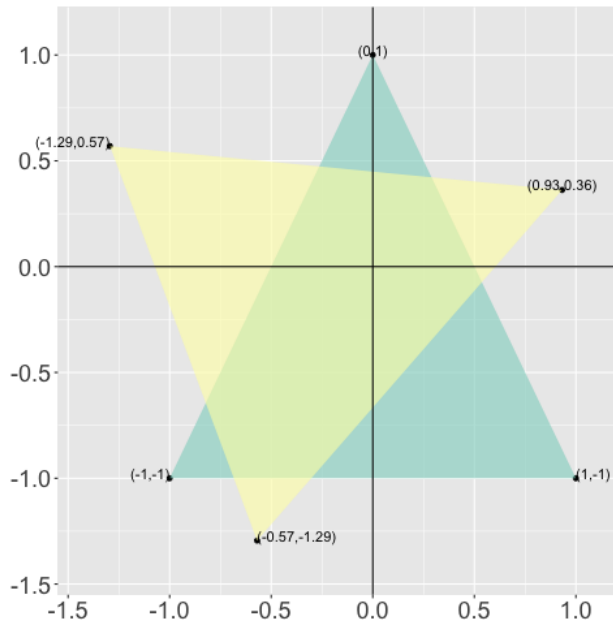

623. Create a matrix to transform the green triangle into the yellow triangle.

624. Create a matrix to rotate a point 1.37 radians around the z-axis, and then translate a point -4 in the x direction and -4 in the y direction and 4 in the z direction, and then scale a point 3.42 along the x-axis and 1.70 along the y-axis and 1.47 along the z-axis.
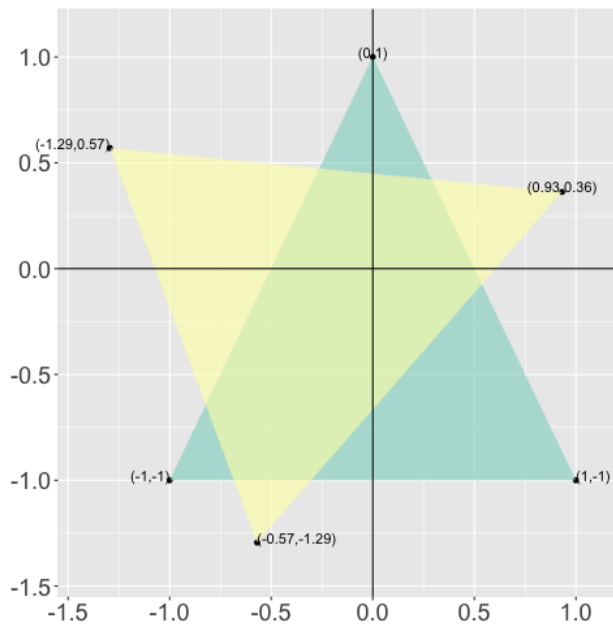
625. Create a matrix to transform the green triangle into the yellow triangle.

626. Create a matrix to translate a point -1 in the x direction and 2 in the y direction and -2 in the z direction.

627. Create a matrix to rotate a point 0.45 radians around the z-axis.

628. Create a matrix to scale a point 1.22 along the x-axis and 3.76 along the y-axis, and then translate a point -5 in the x direction and -3 in the z direction, and then rotate a point 1.54 radians around the z-axis.

629. Create a matrix to rotate a point 0.91 radians around the z-axis.

630. Create a matrix to translate a point -4 in the x direction and 3 in the y direction and -3 in the z direction.

631. Create a matrix to rotate a point 0.65 radians around the z-axis, and then translate a point -1 in the x direction and -3 in the y direction and -2 in the z direction, and then scale a point 0.63 along the y-axis and 1.28 along the z-axis.

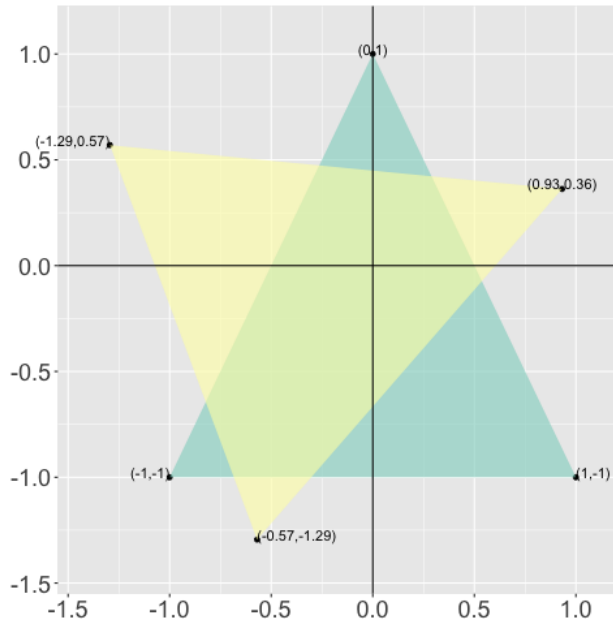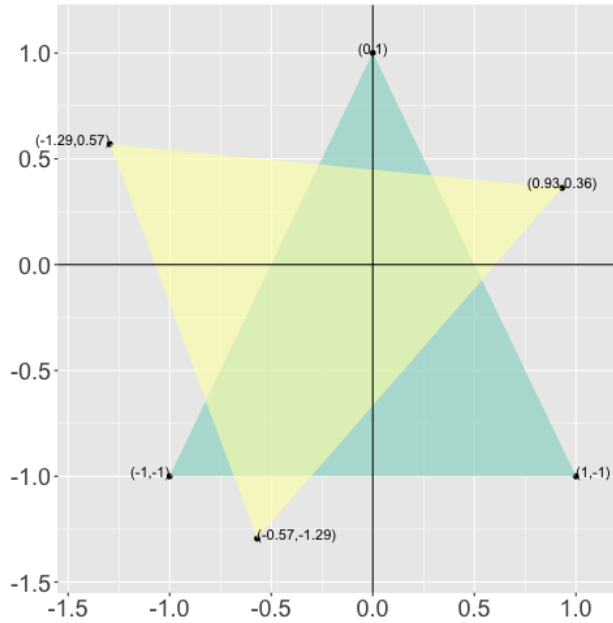632. Create a matrix to rotate a point 0.55 radians around the z-axis.

633. Create a matrix to transform the green triangle into the yellow triangle.

634. Create a matrix to translate a point -3 in the y direction and 4 in the z direction, and then scale a point 1.69 along the x-axis and 2.69 along the y-axis and 1.40 along the z-axis, and then rotate a point 0.20 radians around the z-axis.

635. Create a matrix to transform the green triangle into the yellow triangle.

636. Create a matrix to translate a point -2 in the x direction and -5 in the y direction and 4 in the z direction.

637. Create a matrix to translate a point -4 in the y direction and -2 in the z direction, and then scale a point 2.93 along the x-axis and 2.42 along the y-axis and 2.25 along the z-axis, and then rotate a point 1.18 radians around the z-axis.
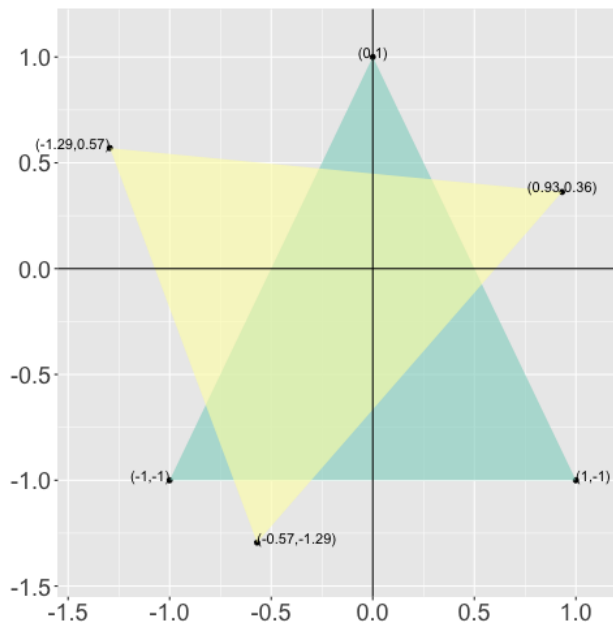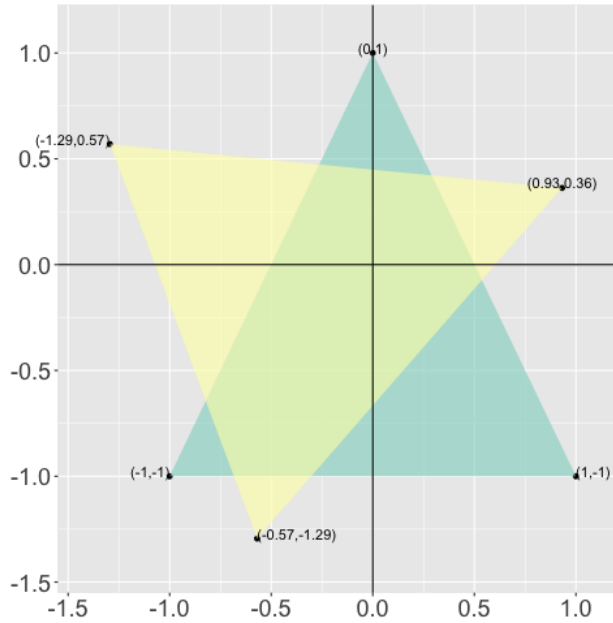
638. Create a matrix to translate a point 4 in the x direction and -3 in the y direction and -4 in the z direction.

639. Create a matrix to translate a point -3 in the x direction and -3 in the y direction and 2 in the z direction.

640. Create a matrix to translate a point 1 in the z direction, and then scale a point 3.55 along the z-axis, and then rotate a point 1.03 radians around the z-axis.

641. Create a matrix to scale a point 2.85 along the x-axis and 3.68 along the y-axis and 0.42 along the z-axis.

642. Create a matrix to translate a point -5 in the x direction and -1 in the y direction.

643. Create a matrix to translate a point -1 in the x direction and -2 in the y direction and -3 in the z direction.

644.

Create a matrix to transform the green triangle into the yellow triangle.

645. Create a matrix to rotate a point 1.54 radians around the z-axis.

646. Create a matrix to translate a point -5 in the x direction and -4 in the y direction and -1 in the z direction.

647. Create a matrix to transform the green triangle into the yellow triangle.

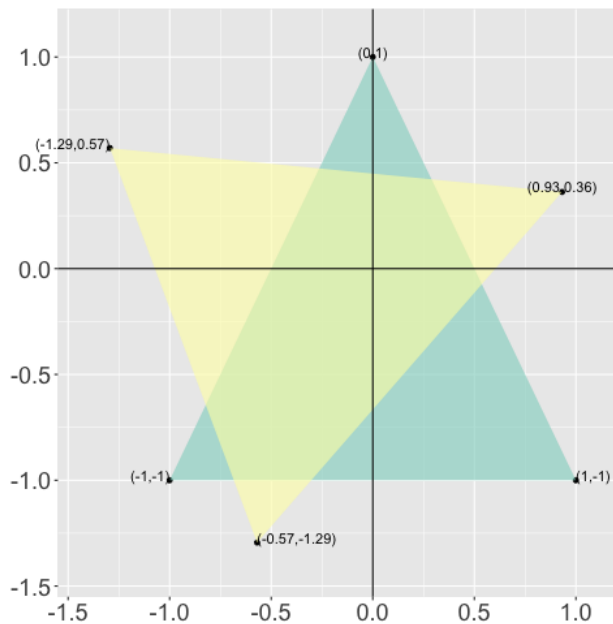
648. Create a matrix to transform the green triangle into the yellow triangle.

649. Create a matrix to rotate a point 1.59 radians around the z-axis, and then scale a point 4.37 along the x-axis.

650. Create a matrix to scale a point 3.21 along the x-axis and 0.64 along the z-axis.

651. Create a matrix to scale a point 3.37 along the x-axis and 1.89 along the y-axis and 4.38 along the z-axis.

652. Create a matrix to scale a point 1.71 along the x-axis and 3.89 along the y-axis and 3.88 along the z-axis.

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653. Create a matrix to translate a point -1 in the x direction and 4 in the y direction and -3 in the z direction.

654. Create a matrix to rotate a point 0.18 radians around the z-axis.

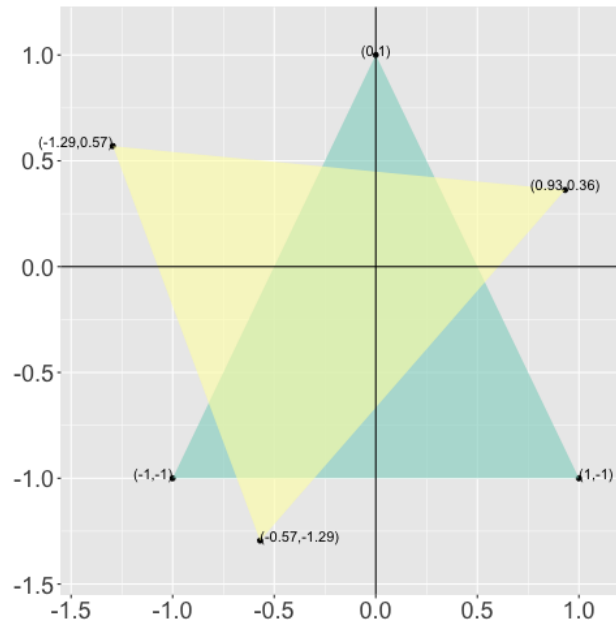655. Create a matrix to scale a point 4.38 along the z-axis.

656.

Create a matrix to transform the green triangle into the yellow triangle.

657. Create a matrix to rotate a point 0.29 radians around the z-axis.

658. Create a matrix to scale a point 1.59 along the x-axis and 2.02 along the y-axis and 0.22 along the z-axis.
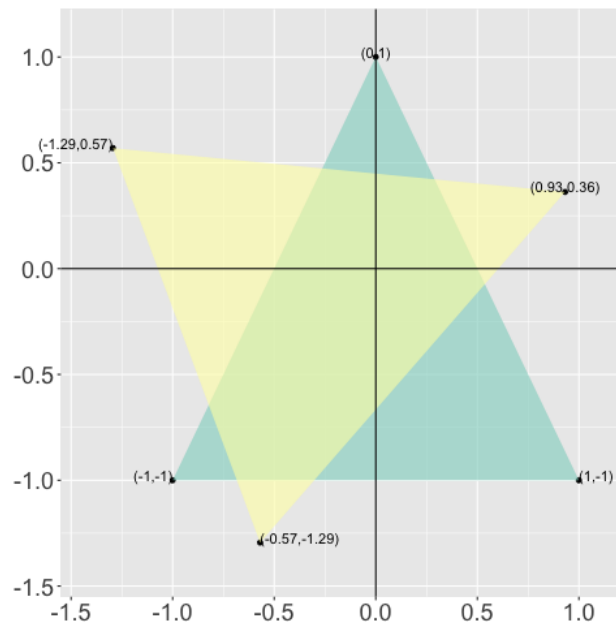
659.

Create a matrix to transform the green triangle into the yellow triangle.

97

660. Create a matrix to translate a point -2 in the y direction and -1 in the z direction.

661. Create a matrix to rotate a point 0.37 radians around the z-axis.

662. Create a matrix to scale a point 4.75 along the x-axis and 2.40 along the y-axis, and then translate a point 1 in the x direction and -3 in the y direction and -1 in the z direction.

663. Create a matrix to rotate a point 1.01 radians around the z-axis.

664.

Create a matrix to transform the green triangle into the yellow triangle.

665. Create a matrix to translate a point 2 in the x direction and 3 in the z direction.

666. Create a matrix to scale a point 1.84 along the y-axis and 3.51 along the z-axis.

667. Create a matrix to rotate a point 1.21 radians around the z-axis.

668. Create a matrix to scale a point 3.59 along the x-axis and 4.54 along the z-axis.

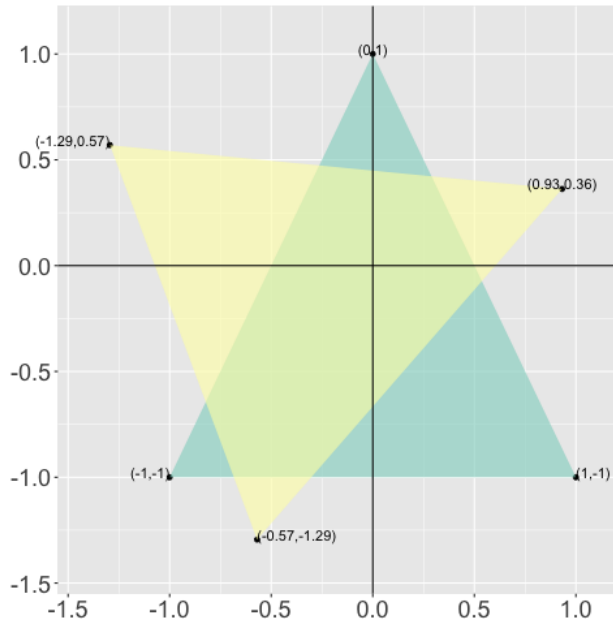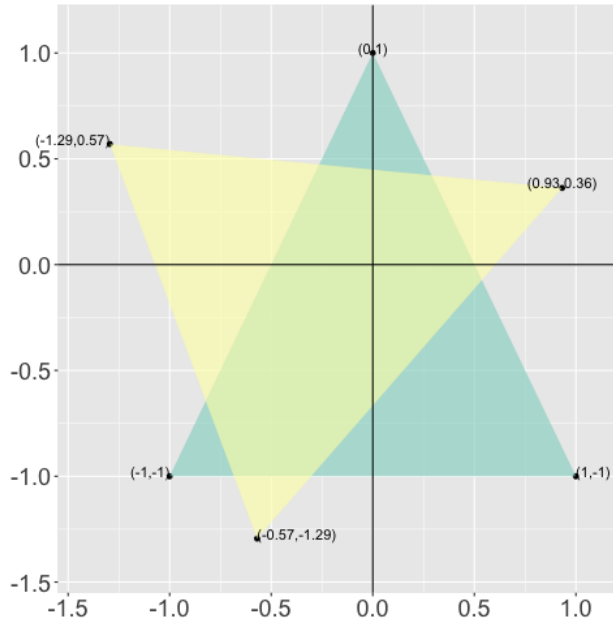669. Create a matrix to scale a point 3.63 along the y-axis and 2.26 along the z-axis.

670. Create a matrix to transform the green triangle into the yellow triangle.

671. Create a matrix to rotate a point 0.66 radians around the z-axis.

672. Create a matrix to translate a point 1 in the x direction and 2 in the y direction and 3 in the z direction.

673. Create a matrix to rotate a point 1.55 radians around the z-axis.

674. Create a matrix to rotate a point 0.46 radians around the z-axis.

675. Create a matrix to transform the green triangle into the yellow triangle.

676.

Create a matrix to transform the green triangle into the yellow triangle.

677. Create a matrix to rotate a point 0.41 radians around the z-axis.

678. Create a matrix to rotate a point 0.99 radians around the z-axis.

679. Create a matrix to rotate a point 0.62 radians around the z-axis, and then translate a point 4 in the x direction and -2 in the y direction and 3 in the z direction.

680.
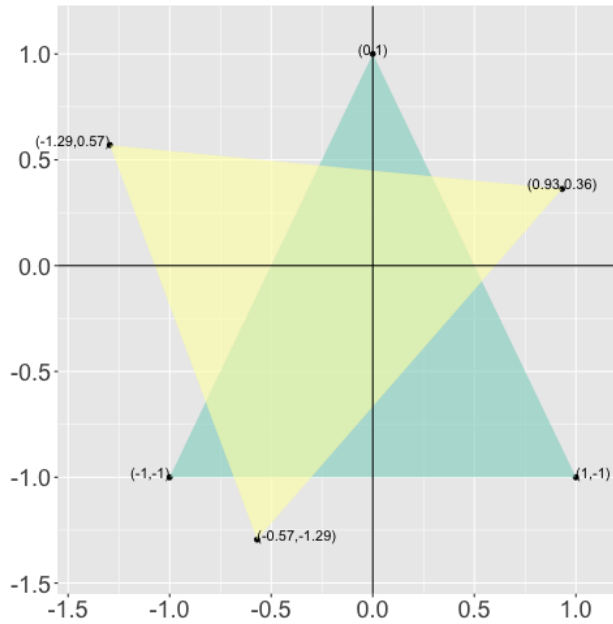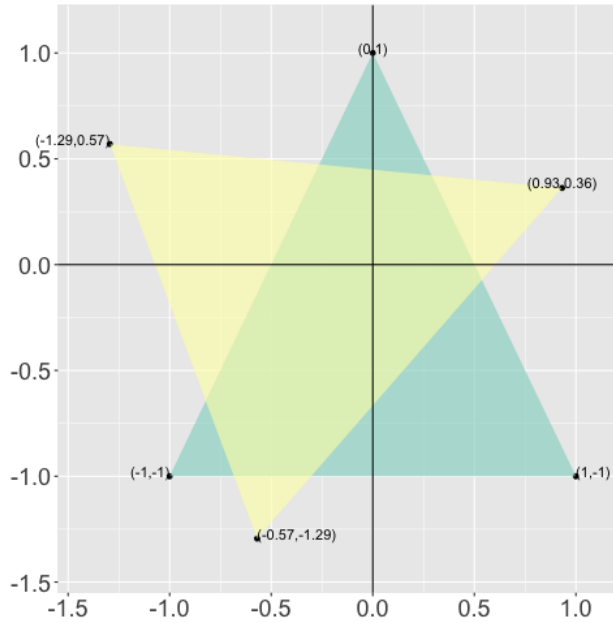

Create a matrix to transform the green triangle into the yellow triangle.

681. Create a matrix to rotate a point 0.38 radians around the z-axis, and then translate a point -1 in the x direction and -5 in the z direction.

682. Create a matrix to scale a point 2.38 along the x-axis and 1.94 along the y-axis and 1.08 along the z-axis, and then rotate a point 1.01 radians around the z-axis.

683. Create a matrix to scale a point 4.52 along the z-axis.

684.

Create a matrix to transform the green triangle into the yellow triangle.

685. Create a matrix to scale a point 4.54 along the x-axis.

686. Create a matrix to translate a point 2 in the z direction.

687. Create a matrix to rotate a point 1.12 radians around the z-axis.

688. Create a matrix to rotate a point 1.04 radians around the z-axis.

689.

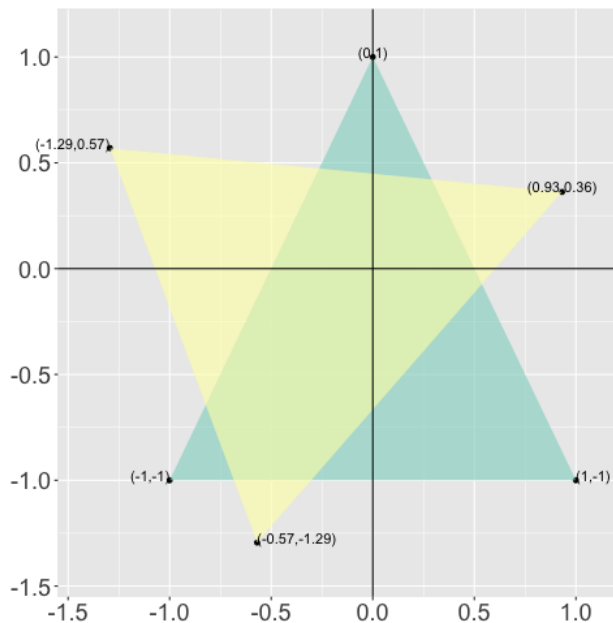Create a matrix to transform the green triangle into the yellow triangle.

690. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and -3 in the z direction.

691. Create a matrix to rotate a point 0.29 radians around the z-axis.

692.

Create a matrix to transform the green triangle into the yellow triangle.

693. Create a matrix to scale a point 3.43 along the x-axis and 3.51 along the z-axis, and then translate a point -1 in the x direction and -2 in the y direction and 2 in the z direction, and then rotate a point 0.71 radians around the z-axis.

694. Create a matrix to scale a point 4.85 along the y-axis.

695.

Create a matrix to transform the green triangle into the yellow triangle.

696. Create a matrix to rotate a point 0.64 radians around the z-axis, and then translate a point 2 in the x direction and -4 in the y direction and 3 in the z direction, and then scale a point 3.40 along the y-axis.
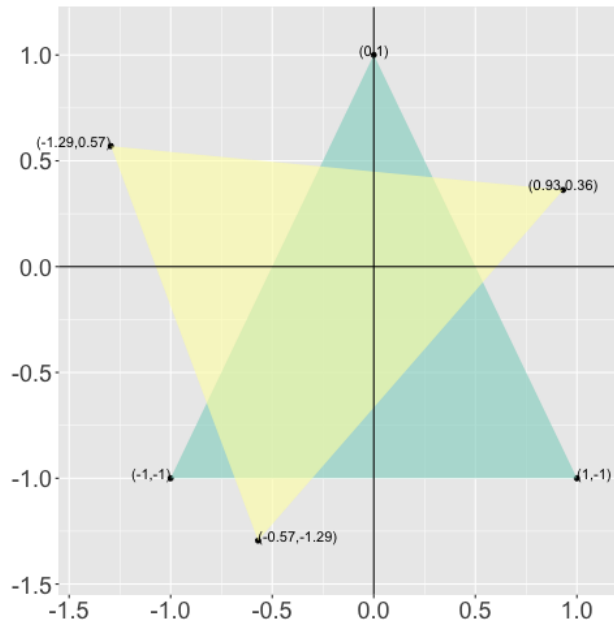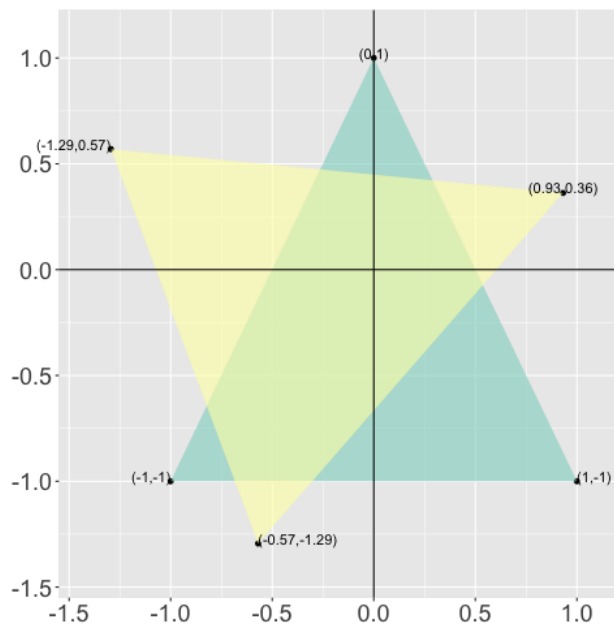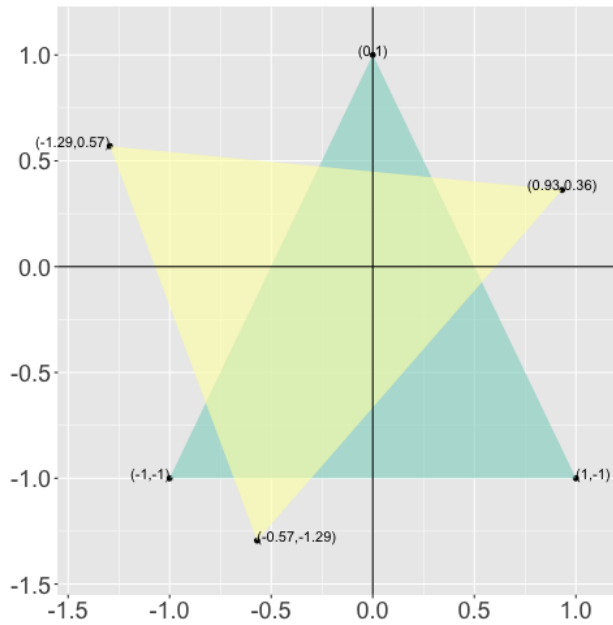
697. Create a matrix to scale a point 0.90 along the x-axis and 0.03 along the y-axis and 1.81 along the z-axis.

698. Create a matrix to translate a point 2 in the y direction and -3 in the z direction.

699.

Create a matrix to transform the green triangle into the yellow triangle.

700.

Create a matrix to transform the green triangle into the yellow triangle.

701.

Create a matrix to transform the green triangle into the yellow triangle.

702.
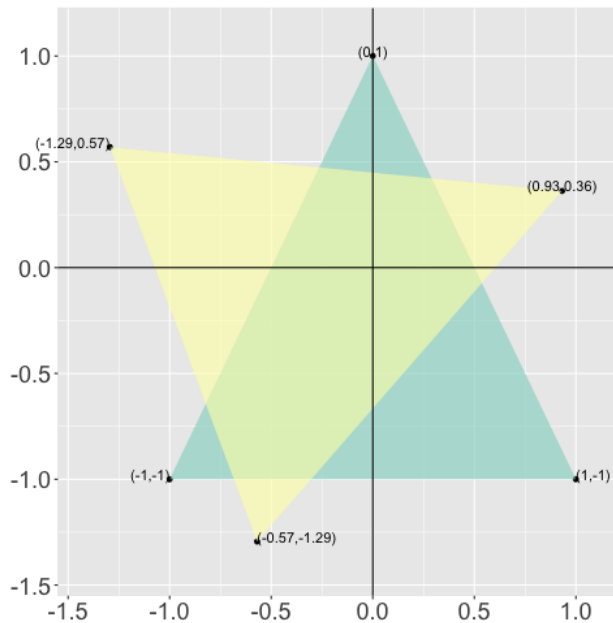

Create a matrix to transform the green triangle into the yellow triangle.

703. Create a matrix to translate a point 2 in the y direction and -2 in the z direction.

704. Create a matrix to scale a point 3.02 along the z-axis, and then translate a point -3 in the x direction and -2 in the z direction.

705. Create a matrix to scale a point 0.94 along the x-axis and 3.90 along the y-axis.

706. Create a matrix to rotate a point 1.11 radians around the z-axis, and then translate a point -4 in the x direction and -2 in the y direction, and then scale a point 0.48 along the x-axis.

707. Create a matrix to translate a point -2 in the y direction and -1 in the z direction.

708. Create a matrix to translate a point 1 in the y direction and -5 in the z direction.

709. Create a matrix to translate a point -1 in the x direction and 3 in the y direction and -4 in the z direction.

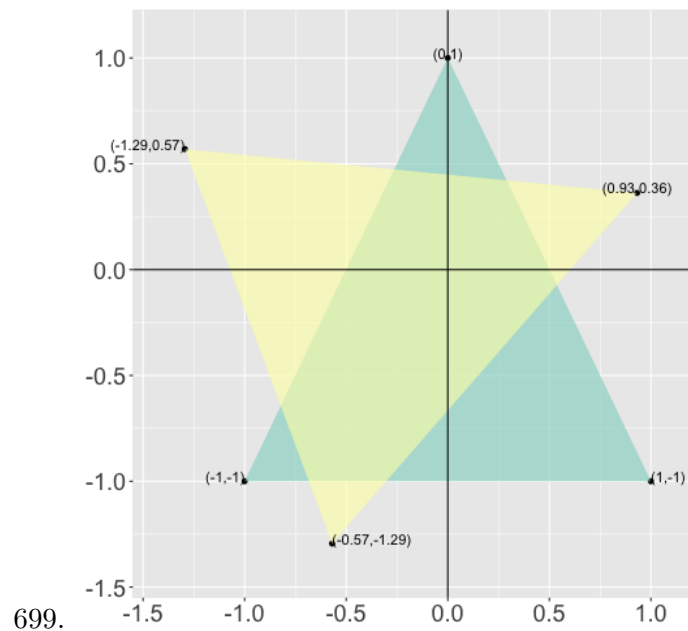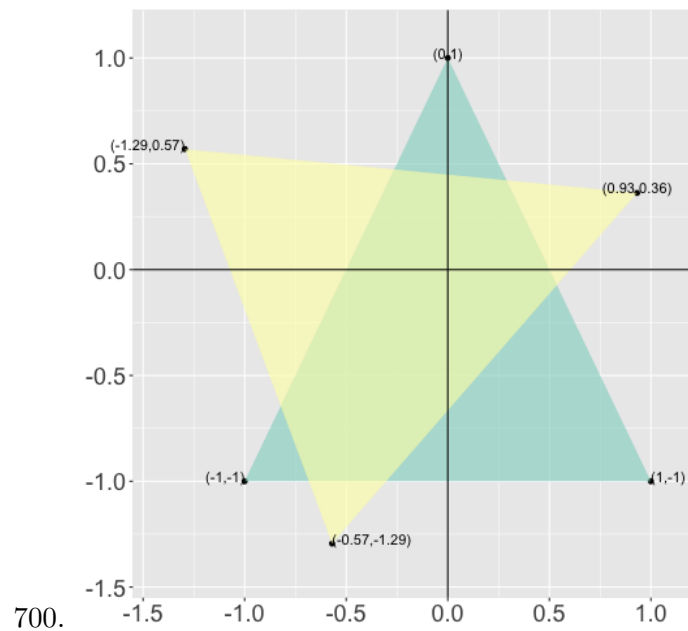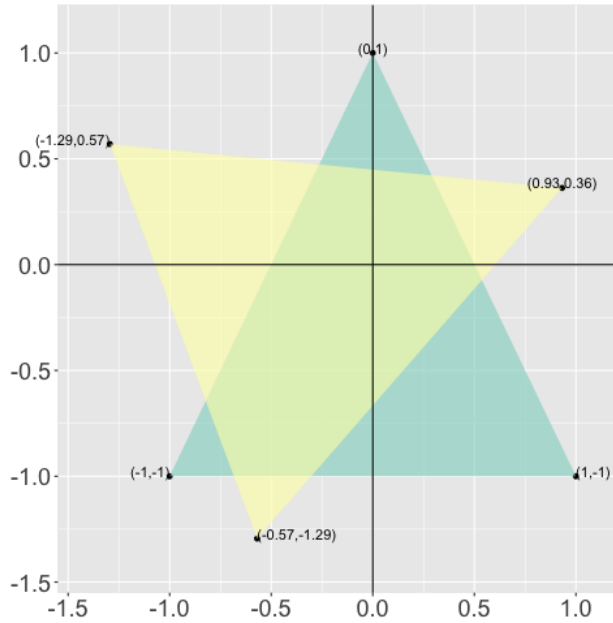710. Create a matrix to scale a point 3.83 along the x-axis and 4.22 along the y-axis and 4.54 along the z-axis, and then translate a point -4 in the x direction and -3 in the y direction and -5 in the z direction, and then rotate a point 1.29 radians around the z-axis.

711. Create a matrix to scale a point 3.21 along the z-axis.

712. Create a matrix to rotate a point 1.11 radians around the z-axis.

713. Create a matrix to rotate a point 0.49 radians around the z-axis.

714. Create a matrix to translate a point 3 in the x direction and 2 in the z direction, and then scale a point 2.92 along the x-axis and 0.65 along the y-axis and 2.22 along the z-axis.

715. Create a matrix to scale a point 3.43 along the x-axis and 2.34 along the z-axis.

716. Create a matrix to translate a point -4 in the x direction and 3 in the y direction and -3 in the z direction.
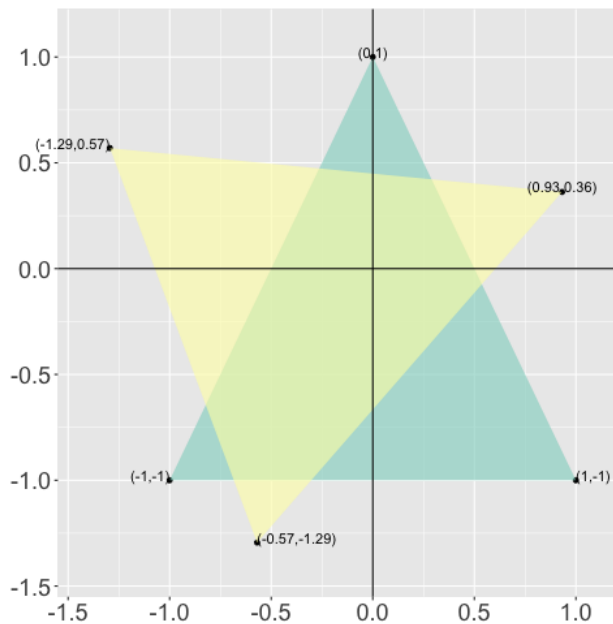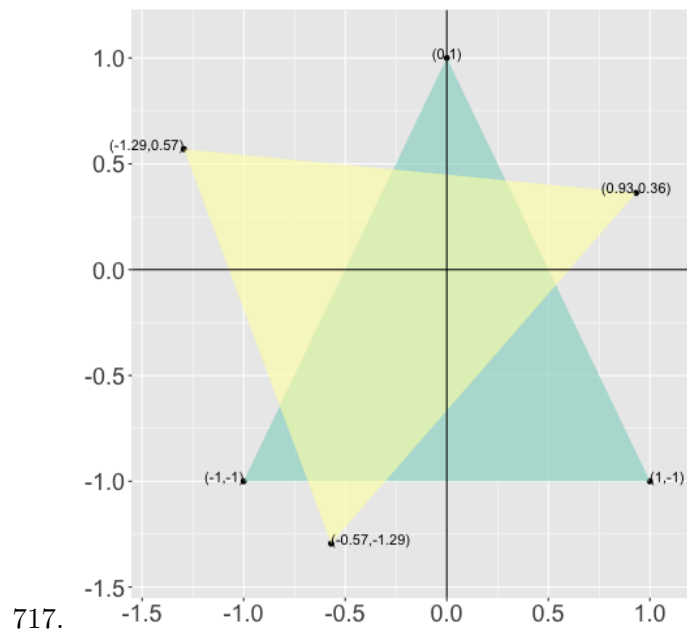
717.

Create a matrix to transform the green triangle into the yellow triangle.

718. Create a matrix to transform the green triangle into the yellow triangle.

719. Create a matrix to rotate a point 0.83 radians around the z-axis.

720. Create a matrix to rotate a point 0.99 radians around the z-axis.

721. Create a matrix to scale a point 0.68 along the x-axis and 4.11 along the y-axis and 0.83 along the z-axis.

722. Create a matrix to rotate a point 0.65 radians around the z-axis.

723. Create a matrix to transform the green triangle into the yellow triangle.

724. Create a matrix to scale a point 0.78 along the x-axis and 4.67 along the z-axis.

725. Create a matrix to rotate a point 0.75 radians around the z-axis.

726. Create a matrix to rotate a point 1.54 radians around the z-axis.

727. Create a matrix to scale a point 1.33 along the z-axis.

728. Create a matrix to scale a point 2.25 along the x-axis.

729.

Create a matrix to transform the green triangle into the yellow triangle.

730. Create a matrix to rotate a point 0.67 radians around the z-axis.

731. Create a matrix to scale a point 3.17 along the x-axis and 4.13 along the y-axis and 1.05 along the z-axis, and then rotate a point 0.87 radians around the z-axis.

732.

Create a matrix to transform the green triangle into the yellow triangle.

733. Create a matrix to rotate a point 1.05 radians around the z-axis.

734. Create a matrix to translate a point 2 in the x direction and -2 in the y direction and -3 in the z direction.

735. Create a matrix to scale a point 4.42 along the x-axis and 2.57 along the y-axis and 4.13 along the z-axis.

736. Create a matrix to translate a point 1 in the x direction and -3 in the z direction.

737. Create a matrix to rotate a point 0.77 radians around the z-axis.

738.

Create a matrix to transform the green triangle into the yellow triangle.

739. Create a matrix to translate a point 4 in the x direction and -5 in the y direction and -2 in the z direction.

740. Create a matrix to scale a point 1.00 along the x-axis and 2.30 along the y-axis and 4.13 along the z-axis.

741. Create a matrix to scale a point 1.37 along the x-axis and 3.78 along the y-axis and 0.80 along the z-axis.

742. Create a matrix to scale a point 0.27 along the y-axis, and then rotate a point 1.47 radians around the z-axis, and then translate a point -4 in the x direction and 2 in the y direction and 3 in the z direction.

743. Create a matrix to rotate a point 0.95 radians around the z-axis.

744. Create a matrix to scale a point 4.77 along the x-axis.

745. Create a matrix to scale a point 0.04 along the x-axis and 1.59 along the y-axis and 3.82 along the z-axis.

746. Create a matrix to translate a point 4 in the x direction and 1 in the y direction and 3 in the z direction.

747.

Create a matrix to transform the green triangle into the yellow triangle.

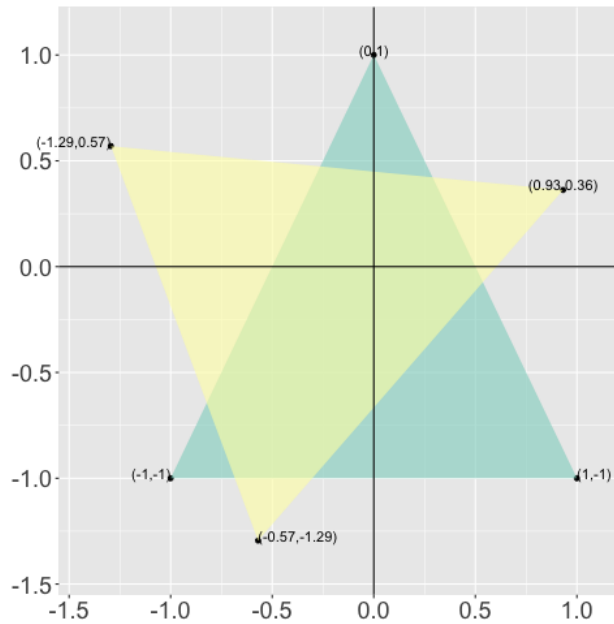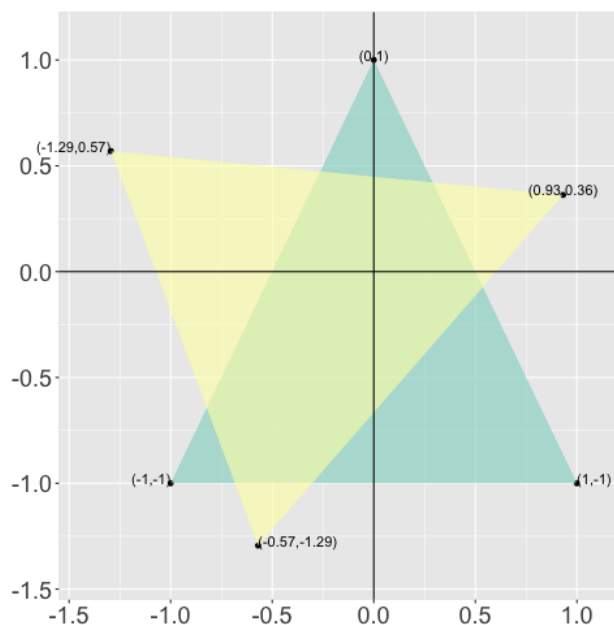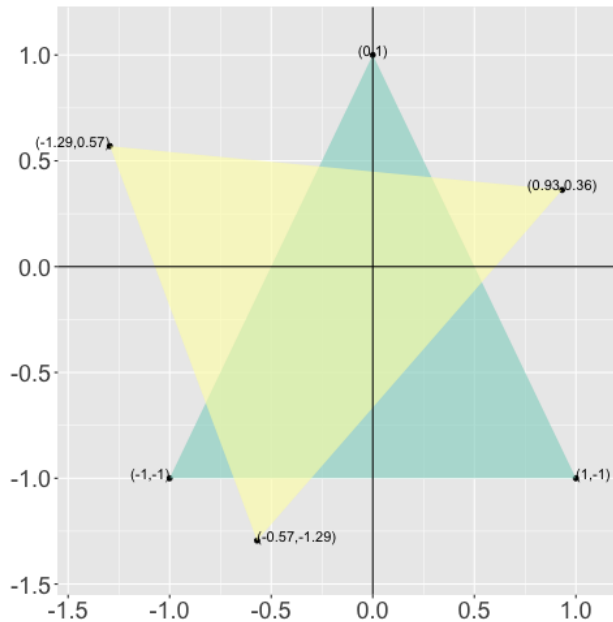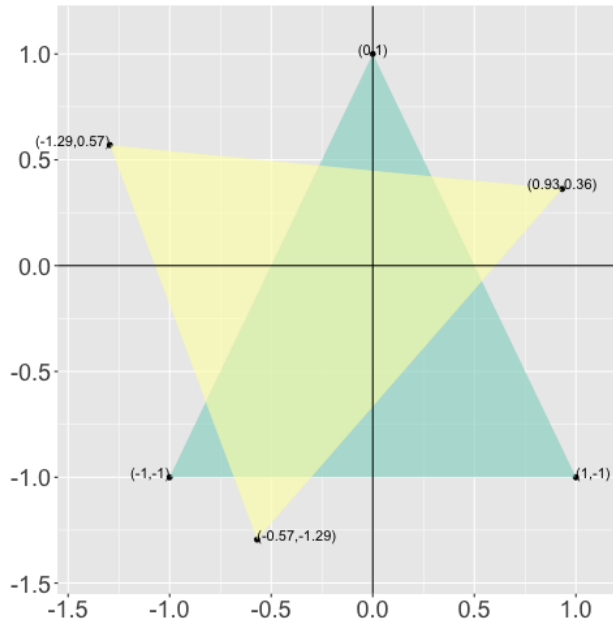748. Create a matrix to scale a point 0.31 along the y-axis.

749.

Create a matrix to transform the green triangle into the yellow triangle.

750. Create a matrix to scale a point 1.78 along the x-axis and 4.08 along the y-axis.

751. Create a matrix to translate a point -5 in the x direction and 3 in the y direction and -2 in the z direction.

752. Create a matrix to rotate a point 0.26 radians around the z-axis.

753. Create a matrix to translate a point 3 in the x direction and -5 in the y direction and -4 in the z direction.

754.
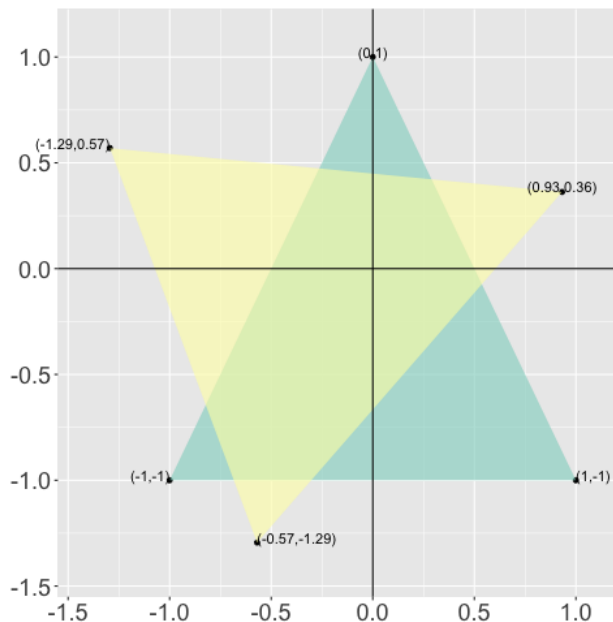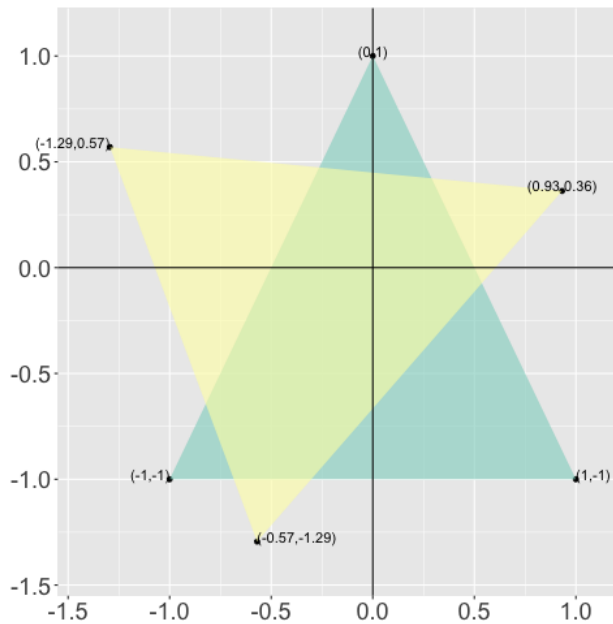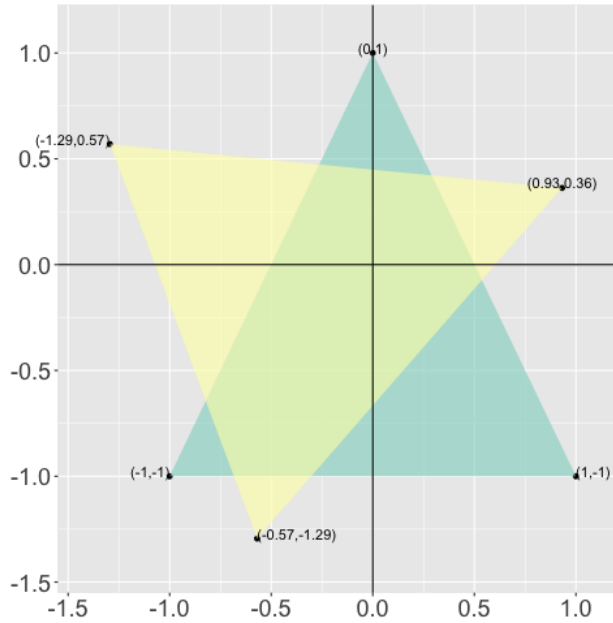

Create a matrix to transform the green triangle into the yellow triangle.

755. Create a matrix to translate a point -3 in the x direction and 4 in the y direction and 2 in the z direction.

756. Create a matrix to rotate a point 0.97 radians around the z-axis.

757. Create a matrix to translate a point -3 in the x direction and 4 in the y direction.

758. Create a matrix to rotate a point 1.65 radians around the z-axis.

759. Create a matrix to scale a point 2.33 along the x-axis.

760. Create a matrix to translate a point 3 in the x direction and -5 in the y direction and -4 in the z direction.

761. Create a matrix to translate a point -5 in the x direction and -1 in the y direction.

762. Create a matrix to scale a point 3.28 along the x-axis and 3.83 along the y-axis and 1.29 along the z-axis, and then rotate a point 1.71 radians around the z-axis, and then translate a point -5 in the x direction and -1 in the y direction and 1 in the z direction.

763. Create a matrix to rotate a point 1.90 radians around the z-axis, and then translate a point -1 in the x direction and -3 in the y direction and -3 in the z direction.

764. Create a matrix to translate a point -1 in the x direction and 3 in the y direction and 2 in the z direction, and then scale a point 2.88 along the x-axis and 3.95 along the y-axis and 2.12 along the z-axis, and then rotate a point 1.69 radians around the z-axis.
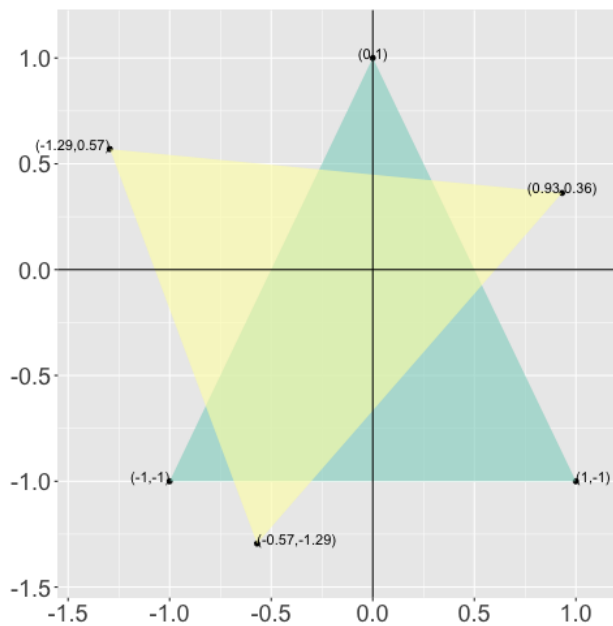
765. Create a matrix to transform the green triangle into the yellow triangle.

766. Create a matrix to rotate a point 0.76 radians around the z-axis.

767. Create a matrix to rotate a point 1.11 radians around the z-axis, and then scale a point 1.96 along the x-axis and 2.81 along the z-axis, and then translate a point 1 in the y direction.

768. Create a matrix to scale a point 3.32 along the x-axis and 3.54 along the y-axis and 4.89 along the z-axis.

769. Create a matrix to translate a point -4 in the x direction and 2 in the y direction and -3 in the z direction, and then rotate a point 1.60 radians around the z-axis.

770. Create a matrix to translate a point 3 in the x direction and -4 in the y direction and -2 in the z direction.

771. Create a matrix to scale a point 0.77 along the x-axis.

772. Create a matrix to scale a point 2.32 along the x-axis.

773. Create a matrix to scale a point 0.75 along the x-axis and 2.05 along the y-axis and 0.15 along the z-axis, and then rotate a point 1.51 radians around the z-axis.
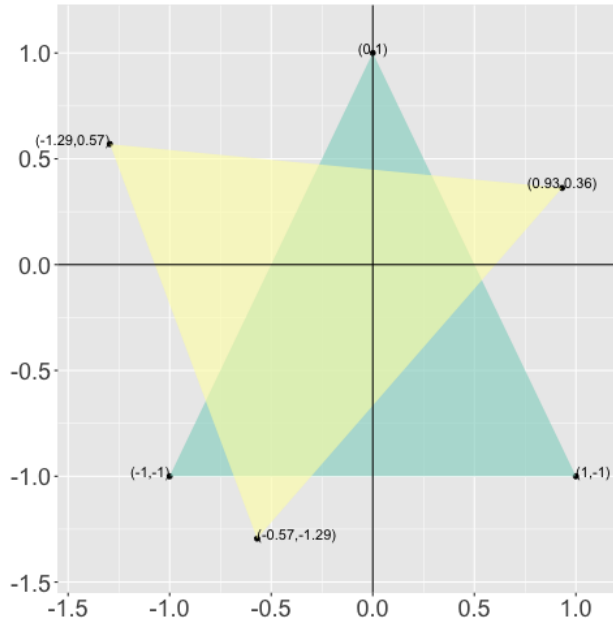
774. Create a matrix to transform the green triangle into the yellow triangle.

775. Create a matrix to rotate a point 0.67 radians around the z-axis.

776. Create a matrix to transform the green triangle into the yellow triangle.

777.

Create a matrix to transform the green triangle into the yellow triangle.

778. Create a matrix to translate a point 4 in the x direction and -5 in the y direction.

779. Create a matrix to rotate a point 0.49 radians around the z-axis.

780.

Create a matrix to transform the green triangle into the yellow triangle.
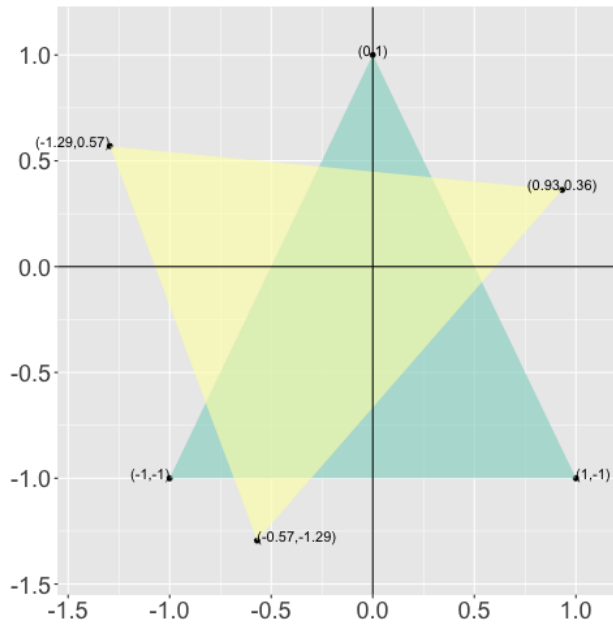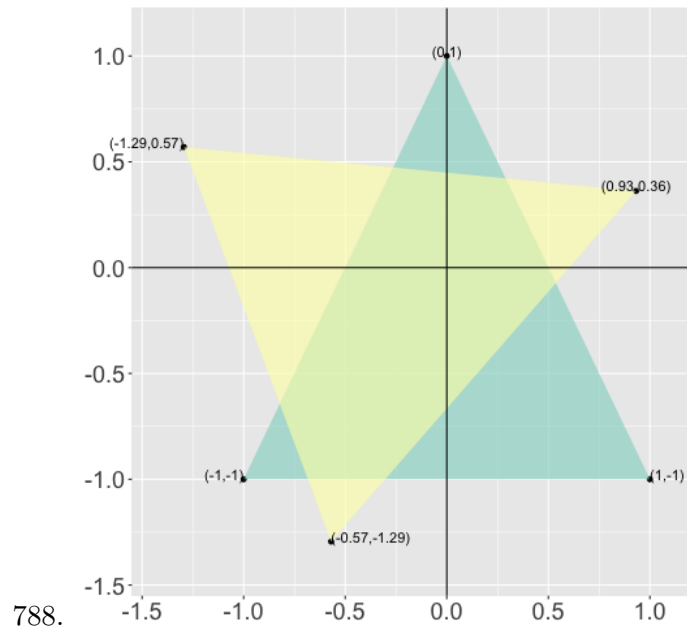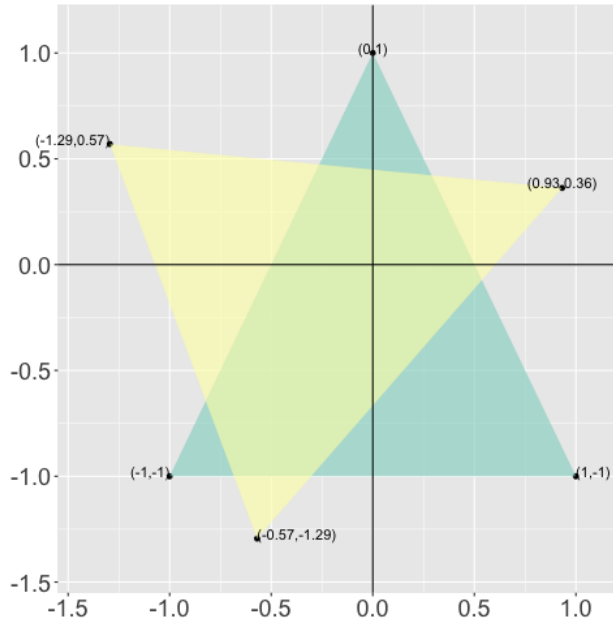
781. Create a matrix to translate a point -2 in the x direction and 3 in the y direction and -2 in the z direction.

782. Create a matrix to translate a point -2 in the x direction and 4 in the y direction and -4 in the z direction.

783. Create a matrix to scale a point 0.68 along the x-axis and 1.74 along the z-axis, and then rotate a point 0.10 radians around the z-axis, and then translate a point 2 in the x direction and -2 in the z direction.

784. Create a matrix to scale a point 1.97 along the x-axis.

785. Create a matrix to scale a point 3.48 along the y-axis.

786. Create a matrix to rotate a point 1.10 radians around the z-axis.

787. Create a matrix to scale a point 0.39 along the x-axis and 2.74 along the y-axis and 4.66 along the z-axis.

788.

Create a matrix to transform the green triangle into the yellow triangle.

789. Create a matrix to scale a point 2.69 along the x-axis and 1.97 along the y-axis and 4.28 along the z-axis.

790. Create a matrix to transform the green triangle into the yellow triangle.

791. Create a matrix to scale a point 0.59 along the x-axis and 3.94 along the y-axis and 2.31 along the z-axis, and then rotate a point 0.96 radians around the z-axis.

792. Create a matrix to translate a point 2 in the x direction and -1 in the y direction and -2 in the z direction.

793. Create a matrix to scale a point 3.81 along the x-axis.

794. Create a matrix to transform the green triangle into the yellow triangle.

795. Create a matrix to translate a point -4 in the x direction and -2 in the y direction and -2 in the z direction, and then rotate a point 1.27 radians around the z-axis, and then scale a point 4.64 along the x-axis and 2.58 along the y-axis and 4.75 along the z-axis.
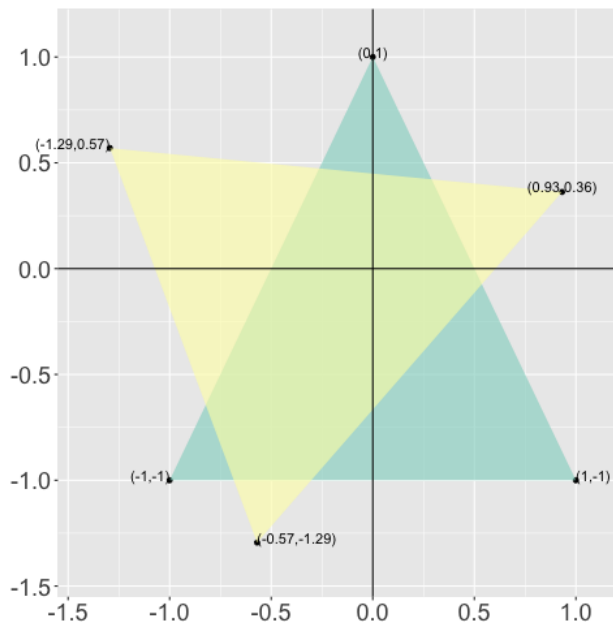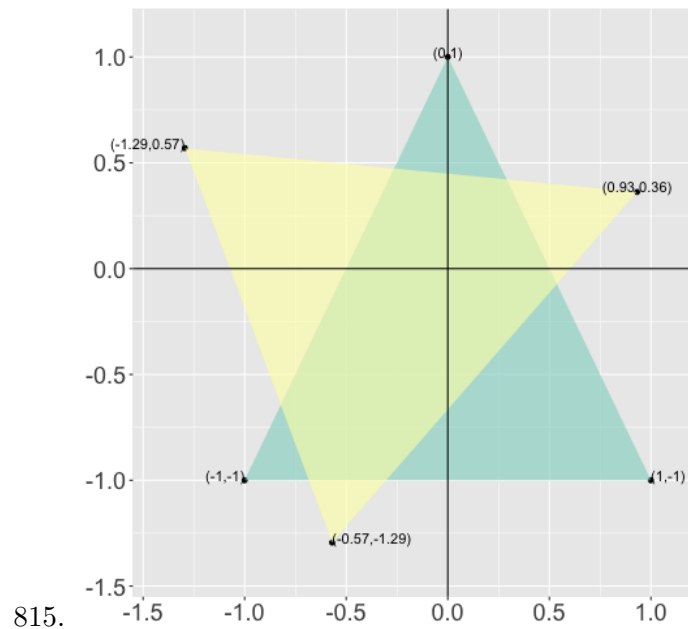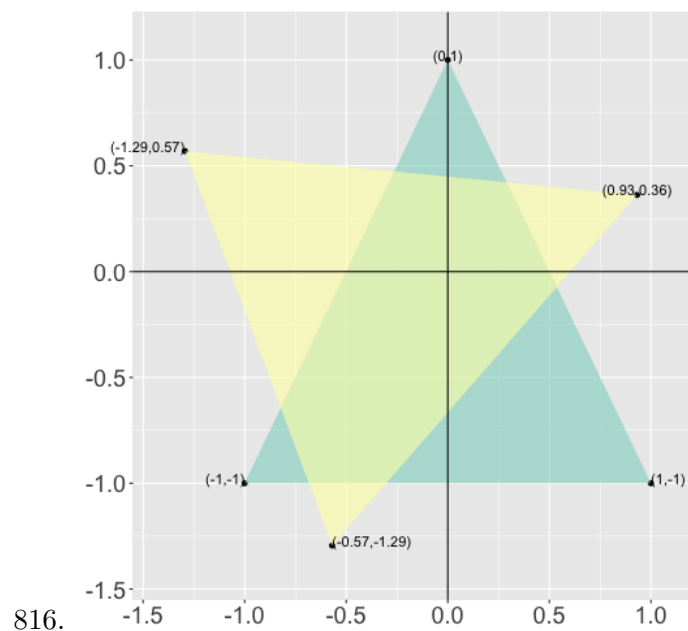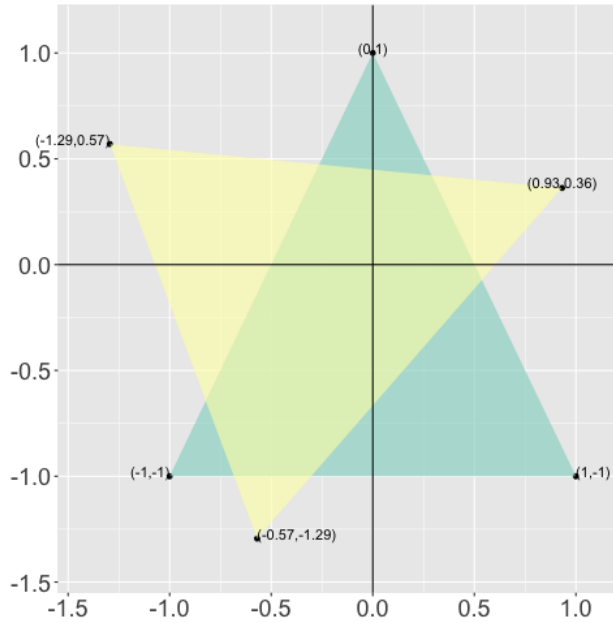
796.
Create a matrix to transform the green triangle into the yellow triangle.

797. Create a matrix to rotate a point 1.09 radians around the z-axis, and then translate a point -1 in the x direction and -1 in the y direction and 3 in the z direction.

798. Create a matrix to translate a point 2 in the x direction and 2 in the y direction.

799. Create a matrix to rotate a point 1.00 radians around the z-axis.

800. Create a matrix to scale a point 3.33 along the x-axis and 0.22 along the y-axis.

801. Create a matrix to translate a point -5 in the x direction and -2 in the y direction and 3 in the z direction.

802. Create a matrix to translate a point -1 in the x direction and -4 in the y direction and 3 in the z direction.

803. Create a matrix to translate a point -1 in the x direction and 2 in the y direction and -4 in the z direction, and then scale a point 2.81 along the y-axis, and then rotate a point 0.45 radians around the z-axis.

804. Create a matrix to scale a point 1.10 along the x-axis and 1.53 along the y-axis.

805. Create a matrix to rotate a point 0.74 radians around the z-axis.

806. Create a matrix to translate a point 4 in the x direction and -3 in the y direction and 3 in the z direction.

807. Create a matrix to translate a point -3 in the x direction and 1 in the y direction and 1 in the z direction.

808. Create a matrix to rotate a point 0.83 radians around the z-axis.

809. Create a matrix to rotate a point 0.58 radians around the z-axis.

810. Create a matrix to scale a point 1.01 along the y-axis and 1.95 along the z-axis.

811. Create a matrix to scale a point 1.41 along the y-axis and 1.18 along the z-axis.

812. Create a matrix to scale a point 4.99 along the x-axis and 2.97 along the z-axis.

813. Create a matrix to rotate a point 0.51 radians around the z-axis.

814. Create a matrix to translate a point 4 in the x direction and 2 in the y direction and -4 in the z direction.
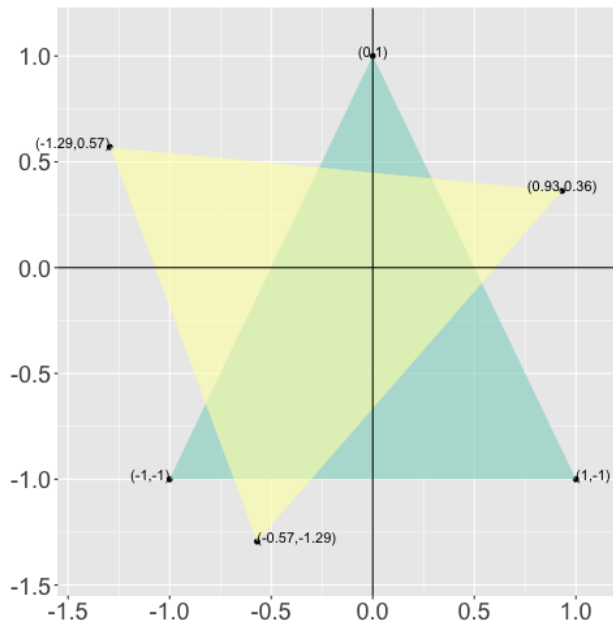
815.

Create a matrix to transform the green triangle into the yellow triangle.

816.

Create a matrix to transform the green triangle into the yellow triangle.

117

817. Create a matrix to translate a point 1 in the x direction and -1 in the y direction and 4 in the z direction.

818. Create a matrix to scale a point 3.68 along the x-axis and 0.81 along the y-axis and 3.21 along the z-axis.

819. Create a matrix to rotate a point 0.98 radians around the z-axis.

820. Create a matrix to scale a point 0.11 along the x-axis and 3.53 along the z-axis.

821. Create a matrix to scale a point 3.41 along the z-axis, and then translate a point -3 in the x direction and 4 in the y direction and 3 in the z direction, and then rotate a point 1.45 radians around the z-axis.

822. Create a matrix to rotate a point 1.08 radians around the z-axis.

823. Create a matrix to translate a point 3 in the x direction and -2 in the y direction and -2 in the z direction, and then scale a point 2.70 along the x-axis and 3.30 along the z-axis.

824.

Create a matrix to transform the green triangle into the yellow triangle.

825. Create a matrix to translate a point 1 in the x direction and -2 in the y direction and -4 in the z direction, and then rotate a point 0.73 radians around the z-axis.

826. Create a matrix to translate a point 1 in the y direction and 2 in the z direction.
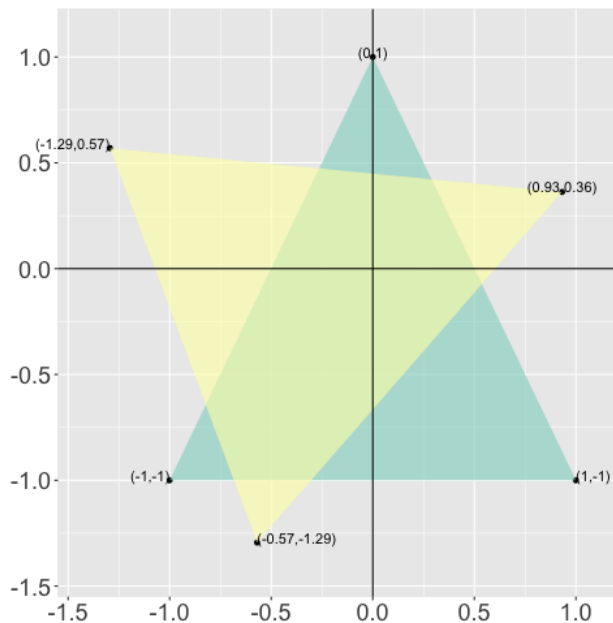
827.

Create a matrix to transform the green triangle into the yellow triangle.

828. Create a matrix to rotate a point 0.38 radians around the z-axis.

829. Create a matrix to translate a point -1 in the x direction and 2 in the y direction and -2 in the z direction.
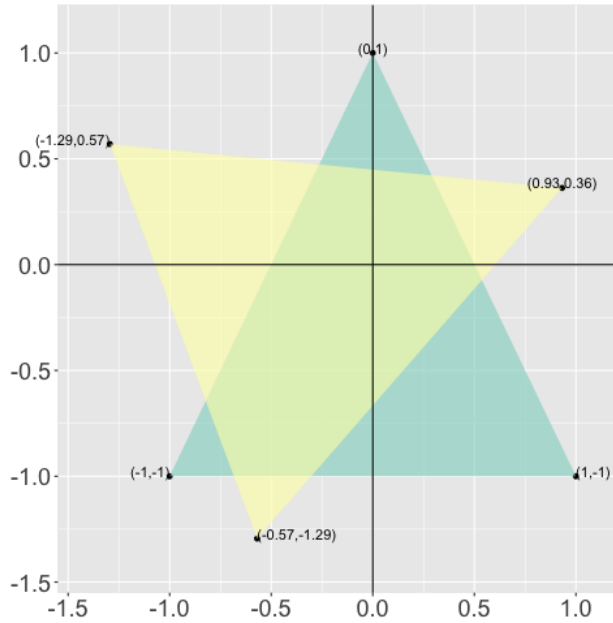
830. Create a matrix to scale a point 4.00 along the y-axis.

831.

Create a matrix to transform the green triangle into the yellow triangle.

832. Create a matrix to rotate a point 0.80 radians around the z-axis.

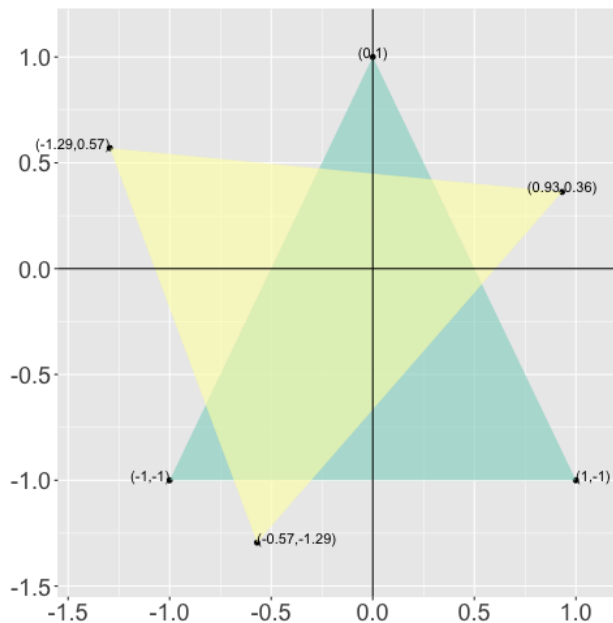833. Create a matrix to transform the green triangle into the yellow triangle.

834. Create a matrix to scale a point 0.73 along the x-axis.

835. Create a matrix to translate a point 1 in the x direction and -3 in the y direction and 4 in the z direction, and then rotate a point 0.91 radians around the z-axis, and then scale a point 0.83 along the x-axis and 3.49 along the z-axis.

836. Create a matrix to rotate a point 0.04 radians around the z-axis.

837. Create a matrix to scale a point 2.47 along the x-axis.

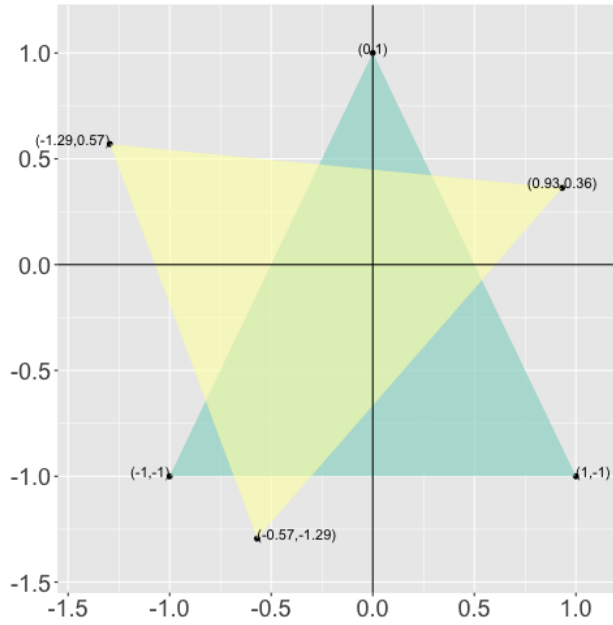838. Create a matrix to rotate a point 1.47 radians around the z-axis.
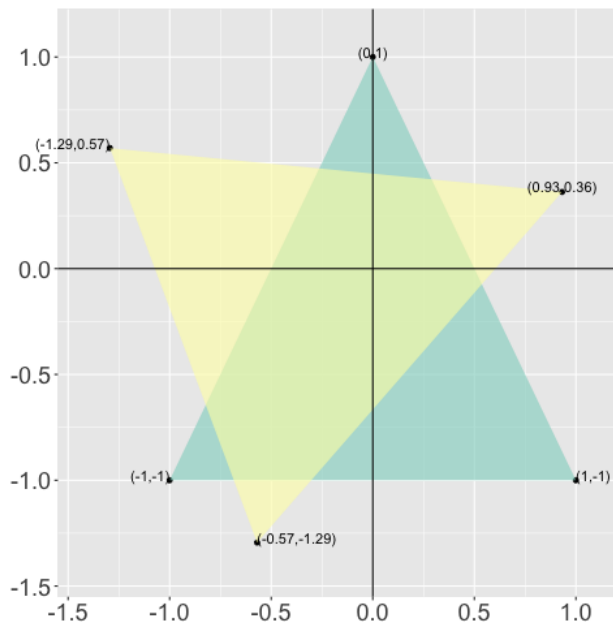

839. Create a matrix to transform the green triangle into the yellow triangle.
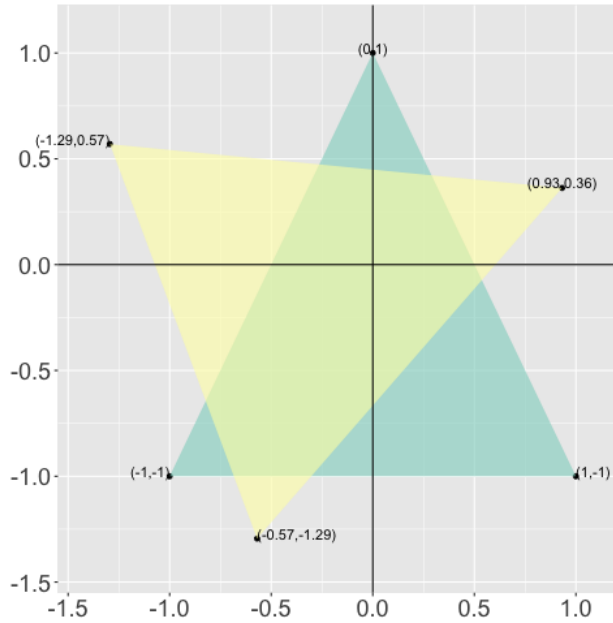
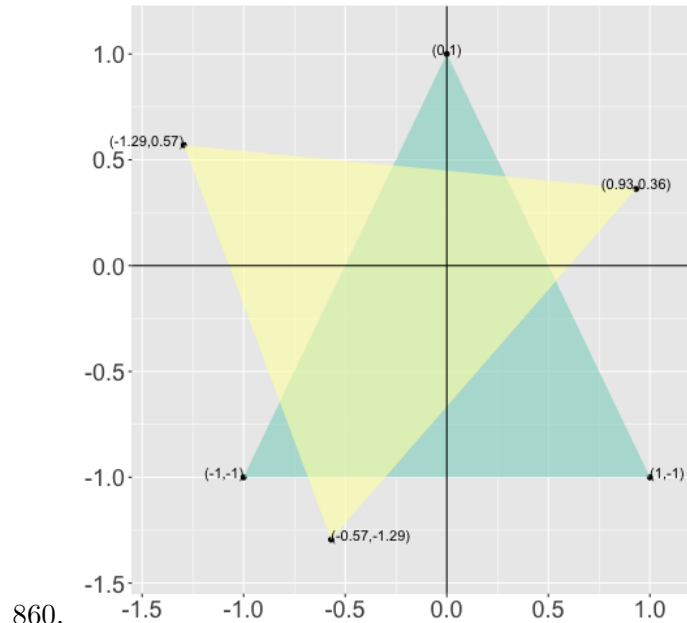840. Create a matrix to transform the green triangle into the yellow triangle.

841. Create a matrix to transform the green triangle into the yellow triangle.

842. Create a matrix to scale a point 3.40 along the x-axis and 4.76 along the z-axis.
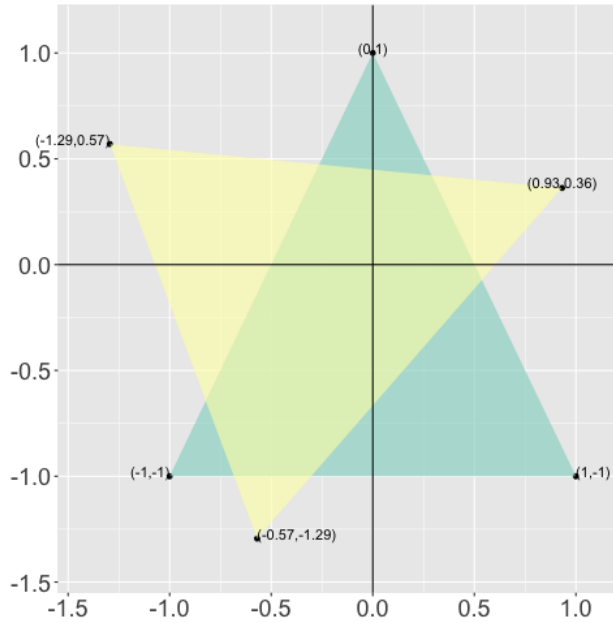
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843. Create a matrix to transform the green triangle into the yellow triangle.

844. Create a matrix to translate a point 4 in the y direction and 4 in the z direction.

845. Create a matrix to rotate a point 0.92 radians around the z-axis.

846. Create a matrix to translate a point -4 in the x direction and -3 in the y direction and 1 in the z direction.

847. Create a matrix to rotate a point 0.52 radians around the z-axis.

848. Create a matrix to rotate a point 0.35 radians around the z-axis.

849. Create a matrix to rotate a point 1.39 radians around the z-axis, and then scale a point 1.28 along the y-axis and 1.14 along the z-axis, and then translate a point -5 in the x direction and 4 in the y direction and -4 in the z direction.

850. Create a matrix to rotate a point 1.01 radians around the z-axis.

851. Create a matrix to translate a point -1 in the x direction and -1 in the y direction and -1 in the z direction, and then rotate a point 1.42 radians around the z-axis.

852. Create a matrix to rotate a point 1.08 radians around the z-axis.

853. Create a matrix to scale a point 2.33 along the x-axis and 4.24 along the y-axis and 2.77 along the z-axis.

854. Create a matrix to rotate a point 1.21 radians around the z-axis.

855. Create a matrix to rotate a point 1.11 radians around the z-axis.

856. Create a matrix to translate a point -5 in the x direction and -3 in the y direction and -2 in the z direction.

857. Create a matrix to translate a point 1 in the x direction and -1 in the y direction and -5 in the z direction.

858. Create a matrix to scale a point 1.05 along the x-axis and 2.54 along the y-axis, and then translate a point 2 in the x direction and -1 in the y direction and 4 in the z direction, and then rotate a point 0.73 radians around the z-axis.

859. Create a matrix to scale a point 2.64 along the x-axis and 0.74 along the z-axis.

860.

Create a matrix to transform the green triangle into the yellow triangle.

861. Create a matrix to translate a point 1 in the x direction and -3 in the y direction and 1 in the z direction.

862. Create a matrix to translate a point 3 in the x direction and -3 in the z direction.

863. Create a matrix to scale a point 1.73 along the x-axis and 1.64 along the y-axis, and then rotate a point 1.25 radians around the z-axis, and then translate a point -5 in the x direction and 4 in the y direction and -5 in the z direction.

864. Create a matrix to scale a point 1.89 along the x-axis and 2.00 along the y-axis and 0.84 along the z-axis, and then translate a point -4 in the x direction and 2 in the y direction and -2 in the z direction.

865. Create a matrix to scale a point 4.30 along the x-axis and 4.08 along the y-axis and 0.36 along the z-axis, and then rotate a point 0.78 radians around the z-axis, and then translate a point 1 in the x direction and -4 in the y direction and -1 in the z direction.

866. Create a matrix to rotate a point 1.48 radians around the z-axis.

867. Create a matrix to translate a point 2 in the x direction and 1 in the y direction and -5 in the z direction, and then scale a point 4.65 along the x-axis and 0.57 along the y-axis.
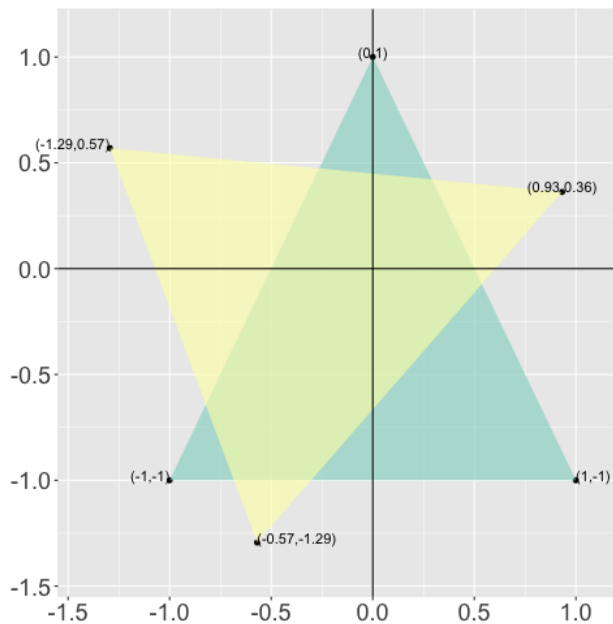
868. Create a matrix to transform the green triangle into the yellow triangle.

869. Create a matrix to translate a point -5 in the x direction and 4 in the y direction and -4 in the z direction.

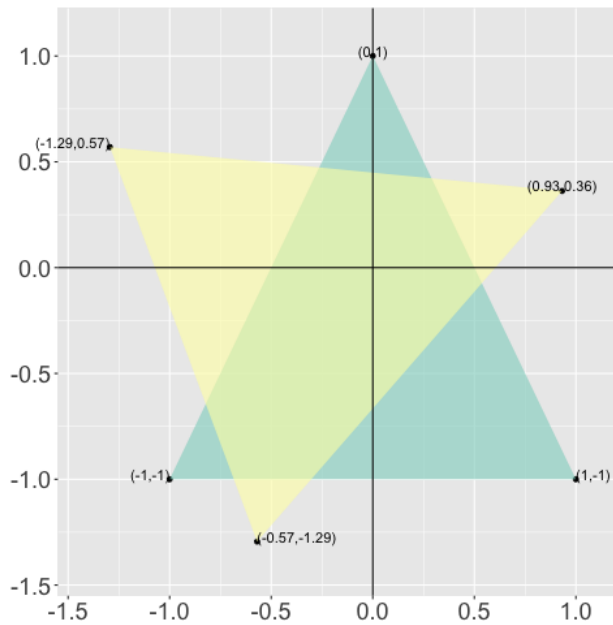870. Create a matrix to rotate a point 1.31 radians around the z-axis.

871. Create a matrix to transform the green triangle into the yellow triangle.

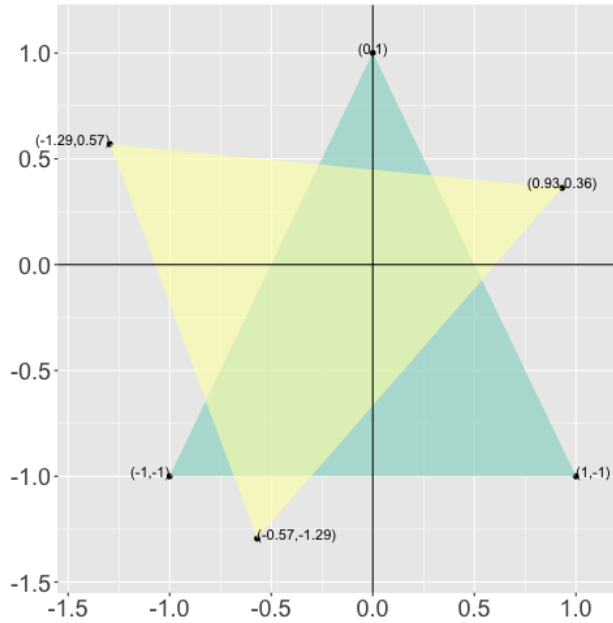872. Create a matrix to translate a point -4 in the x direction and 1 in the y direction and 1 in the z direction.

873. Create a matrix to translate a point -3 in the y direction and 4 in the z direction, and then scale a point 0.90 along the x-axis.

874. Create a matrix to rotate a point 0.48 radians around the z-axis.

875. Create a matrix to translate a point -1 in the x direction and 4 in the y direction.

876. Create a matrix to translate a point -4 in the x direction and 2 in the y direction and -5 in the z direction.

877. Create a matrix to translate a point -1 in the x direction and 4 in the y direction and 4 in the z direction.

878.

Create a matrix to transform the green triangle into the yellow triangle.

879. Create a matrix to rotate a point 1.01 radians around the z-axis.

880. Create a matrix to scale a point 1.01 along the x-axis and 4.04 along the z-axis.

881. Create a matrix to translate a point -1 in the x direction and -3 in the y direction and -1 in the z direction, and then scale a point 2.66 along the x-axis and 0.11 along the y-axis, and then rotate a point 0.93 radians around the z-axis.

882. Create a matrix to rotate a point 1.66 radians around the z-axis, and then scale a point 4.20 along the x-axis and 3.02 along the y-axis and 3.46 along the z-axis.

883. Create a matrix to rotate a point 0.70 radians around the z-axis, and then scale a point 3.86 along the z-axis, and then translate a point -1 in the x direction and -2 in the y direction and -1 in the z direction.

884. Create a matrix to rotate a point 1.47 radians around the z-axis.

885. Create a matrix to translate a point -1 in the x direction and -4 in the y direction and 3 in the z direction.
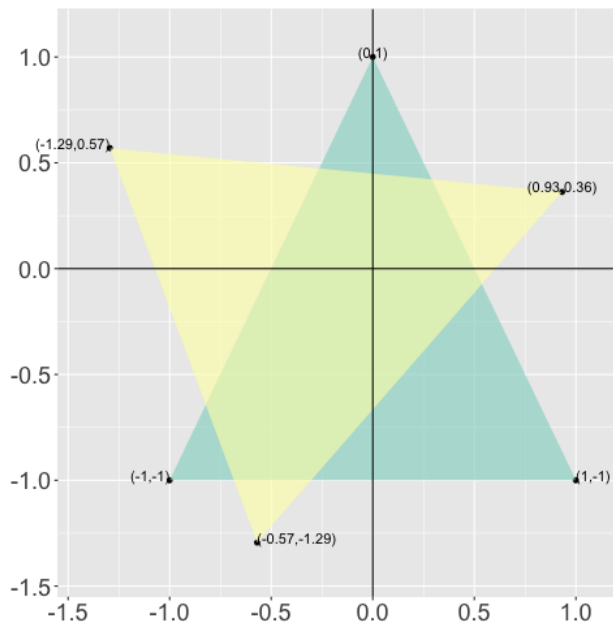
886. Create a matrix to transform the green triangle into the yellow triangle.

887. Create a matrix to scale a point 4.56 along the y-axis and 3.32 along the z-axis.

888. Create a matrix to translate a point 2 in the x direction and 2 in the y direction and 4 in the z direction, and then scale a point 1.96 along the x-axis and 2.41 along the y-axis and 3.61 along the z-axis.

889. Create a matrix to translate a point -1 in the x direction and 1 in the y direction and -4 in the z direction, and then rotate a point 1.28 radians around the z-axis, and then scale a point 3.49 along the x-axis.
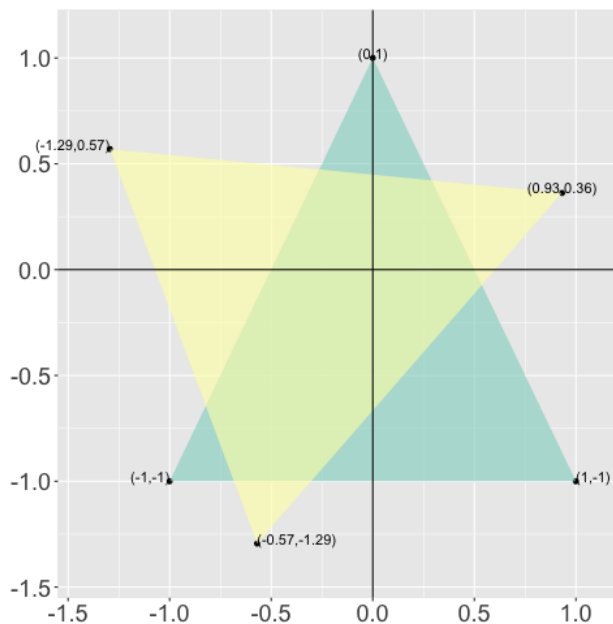

890. Create a matrix to transform the green triangle into the yellow triangle.

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891.

Create a matrix to transform the green triangle into the yellow triangle.

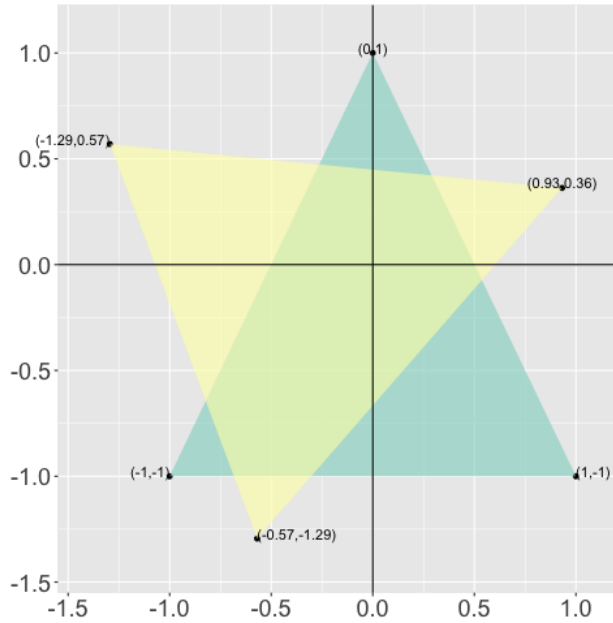892. Create a matrix to rotate a point 1.01 radians around the z-axis.

893.

Create a matrix to transform the green triangle into the yellow triangle.
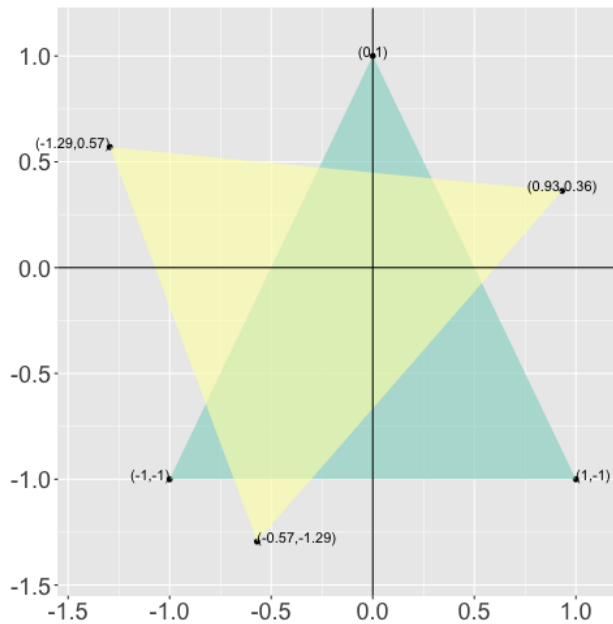
894. Create a matrix to scale a point 0.09 along the z-axis, and then rotate a point 1.02 radians around the z-axis.

895. Create a matrix to rotate a point 1.46 radians around the z-axis.

896. Create a matrix to translate a point 3 in the x direction and 4 in the y direction and -4 in the z direction.
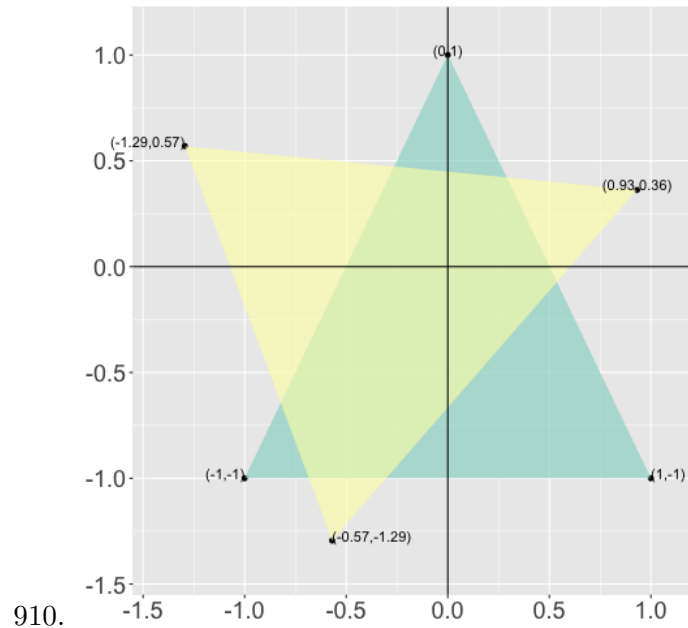
897. Create a matrix to transform the green triangle into the yellow triangle.

898. Create a matrix to rotate a point 1.40 radians around the z-axis.

899. Create a matrix to scale a point 0.48 along the x-axis and 0.10 along the z-axis.

900. Create a matrix to scale a point 4.26 along the y-axis.

901. Create a matrix to translate a point -2 in the x direction and 1 in the y direction, and then scale a point 1.97 along the y-axis.
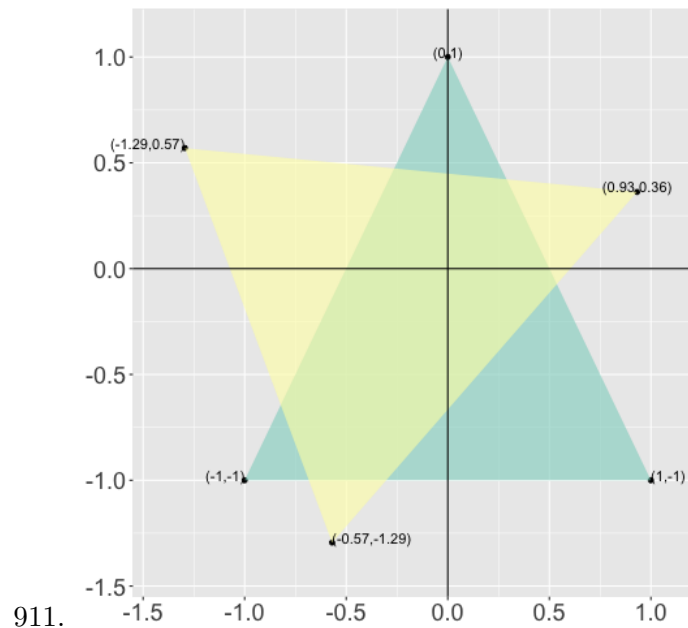

902. Create a matrix to transform the green triangle into the yellow triangle.

903. Create a matrix to scale a point 1.90 along the y-axis.

904. Create a matrix to rotate a point 1.02 radians around the z-axis.

905. Create a matrix to scale a point 0.59 along the x-axis and 0.91 along the y-axis.

906. Create a matrix to scale a point 1.68 along the y-axis.

907. Create a matrix to scale a point 4.85 along the z-axis, and then translate a point 4 in the x direction and 1 in the y direction and -3 in the z direction, and then rotate a point 0.69 radians around the z-axis.

908. Create a matrix to rotate a point 0.87 radians around the z-axis.

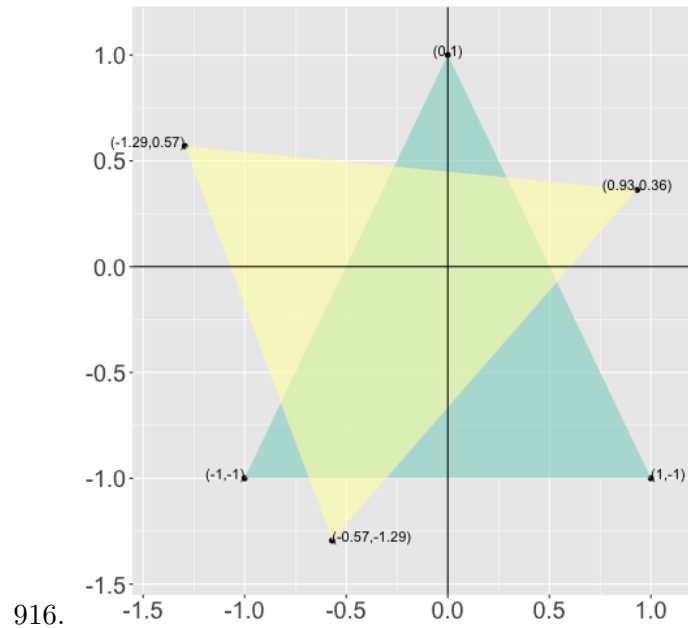909. Create a matrix to rotate a point 0.89 radians around the z-axis.

910.

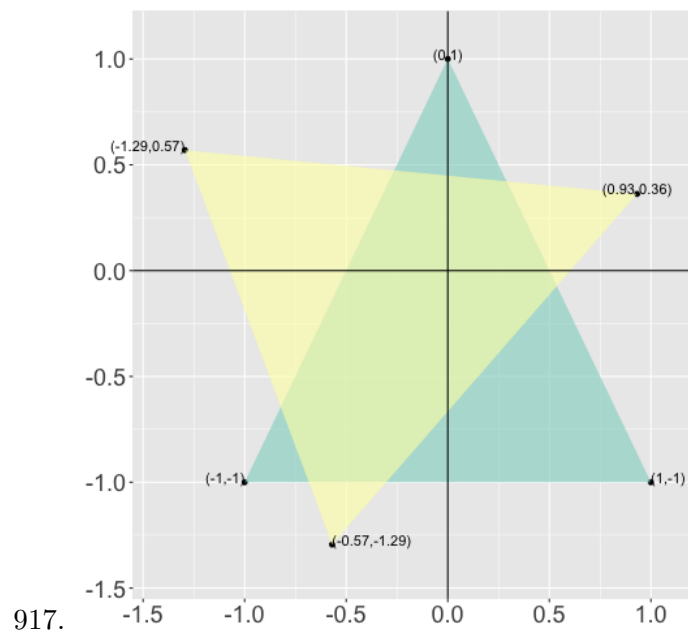Create a matrix to transform the green triangle into the yellow triangle.

911.

Create a matrix to transform the green triangle into the yellow triangle.

912. Create a matrix to scale a point 0.00 along the y-axis.

913. Create a matrix to translate a point 3 in the x direction and -2 in the y direction and -4 in the z direction, and then scale a point 4.02 along the z-axis.

914. Create a matrix to translate a point 4 in the x direction and 1 in the y direction and 2 in the z direction.

915. Create a matrix to translate a point 1 in the x direction and -4 in the y direction and -2 in the z direction.
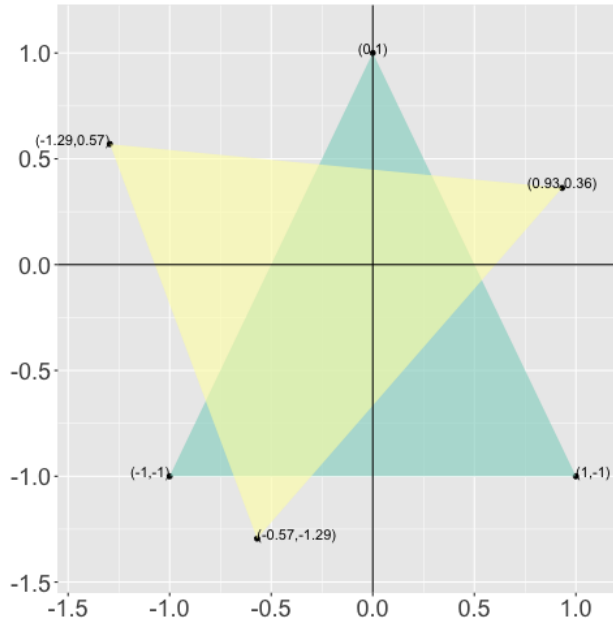
916.

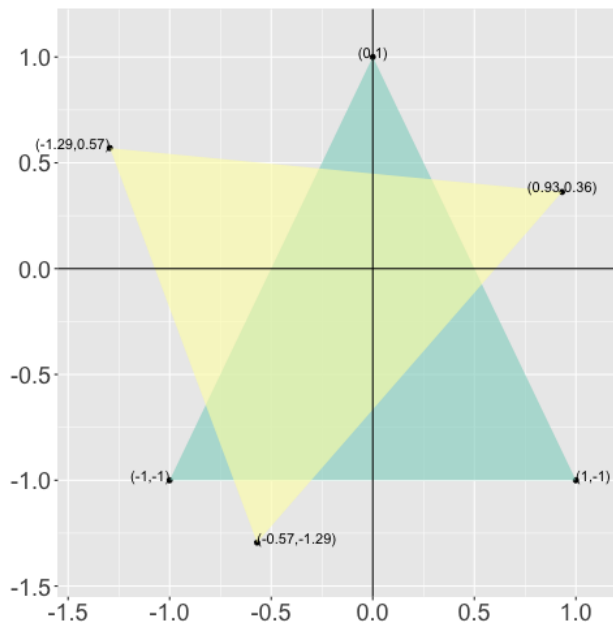Create a matrix to transform the green triangle into the yellow triangle.

917.

Create a matrix to transform the green triangle into the yellow triangle.

918. Create a matrix to rotate a point 0.15 radians around the z-axis.

919. Create a matrix to rotate a point 1.28 radians around the z-axis.

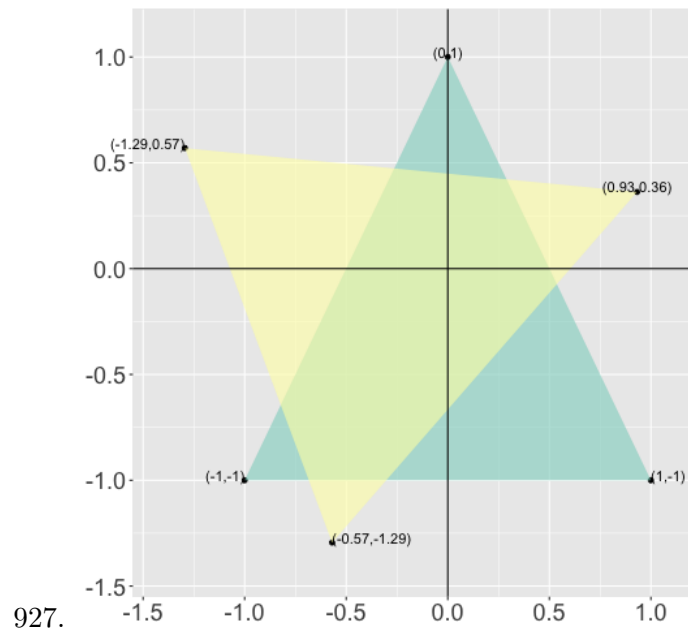920. Create a matrix to rotate a point 1.14 radians around the z-axis.

921.

Create a matrix to transform the green triangle into the yellow triangle.

922. Create a matrix to translate a point -5 in the x direction and -4 in the y direction and -2 in the z direction.
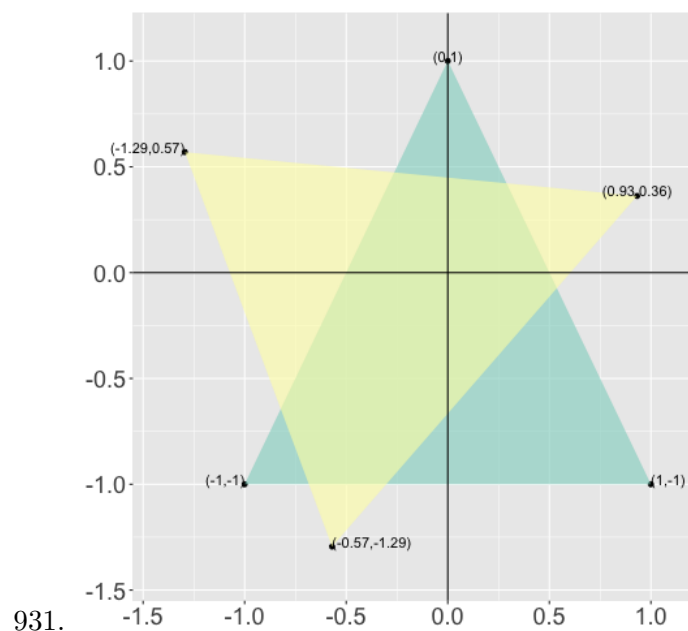
923.

Create a matrix to transform the green triangle into the yellow triangle.

924. Create a matrix to scale a point 2.04 along the x-axis and 0.66 along the z-axis.

925. Create a matrix to rotate a point 0.33 radians around the z-axis, and then scale a point 2.65 along the x-axis and 3.82 along the y-axis and 3.42 along the z-axis.

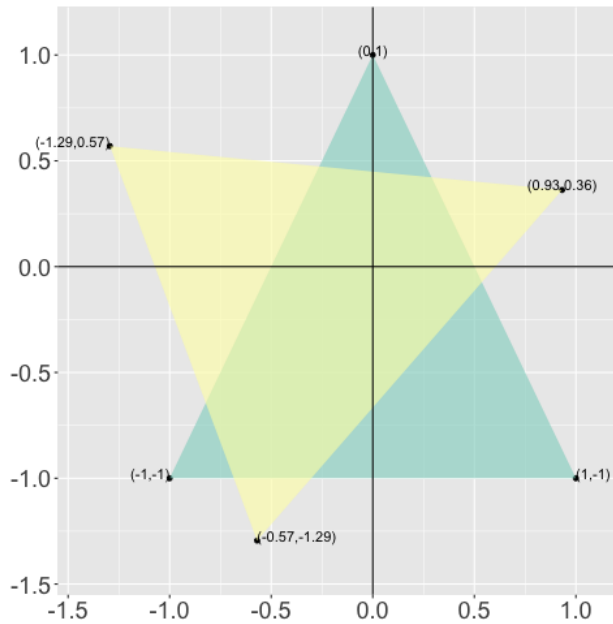926. Create a matrix to scale a point 4.81 along the y-axis.

927.

Create a matrix to transform the green triangle into the yellow triangle.

928. Create a matrix to rotate a point 1.17 radians around the z-axis, and then translate a point 1 in the z direction, and then scale a point 4.25 along the y-axis.

929. Create a matrix to translate a point -1 in the y direction and -5 in the z direction.

930. Create a matrix to rotate a point 1.49 radians around the z-axis, and then scale a point 3.47 along the x-axis and 1.42 along the y-axis and 0.86 along the z-axis.
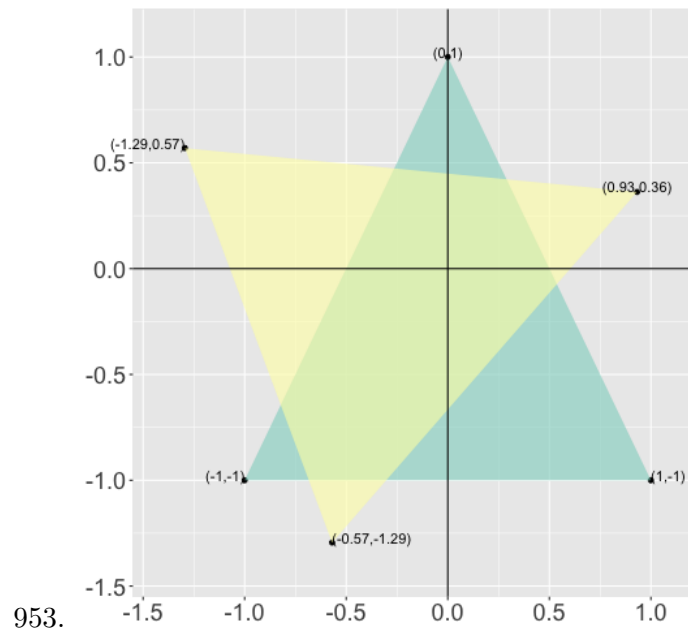
931.

Create a matrix to transform the green triangle into the yellow triangle.

932. Create a matrix to translate a point -5 in the x direction and 4 in the z direction, and then scale a point 1.92 along the y-axis and 4.35 along the z-axis, and then rotate a point 0.97 radians around the z-axis.

933. Create a matrix to scale a point 3.75 along the x-axis and 1.86 along the y-axis and 4.72 along the z-axis.

934.

Create a matrix to transform the green triangle into the yellow triangle.

935. Create a matrix to translate a point -3 in the x direction and 2 in the y direction and -3 in the z direction.

936. Create a matrix to translate a point 1 in the x direction and -2 in the y direction.

937. Create a matrix to scale a point 1.14 along the x-axis and 3.73 along the y-axis and 0.02 along the z-axis.

938. Create a matrix to translate a point -1 in the z direction.

939. Create a matrix to translate a point -5 in the x direction and 4 in the y direction and -5 in the z direction, and then scale a point 4.63 along the x-axis and 1.33 along the y-axis.

940. Create a matrix to scale a point 0.80 along the y-axis, and then translate a point 1 in the x direction and -5 in the y direction and 2 in the z direction, and then rotate a point 0.10 radians around the z-axis.

941. Create a matrix to rotate a point 1.00 radians around the z-axis.

942. Create a matrix to rotate a point 1.47 radians around the z-axis.

943. Create a matrix to rotate a point 1.04 radians around the z-axis.

944. Create a matrix to translate a point -3 in the x direction and 3 in the y direction and -4 in the z direction.

945. Create a matrix to translate a point 2 in the x direction and -3 in the y direction and -1 in the z direction.

946. Create a matrix to translate a point -1 in the x direction and -1 in the z direction.

947. Create a matrix to rotate a point 1.36 radians around the z-axis.

948. Create a matrix to translate a point -3 in the x direction and -1 in the y direction and -5 in the z direction.

949. Create a matrix to scale a point 3.85 along the x-axis and 2.10 along the y-axis.

950. Create a matrix to rotate a point 0.64 radians around the z-axis.

951. Create a matrix to translate a point -1 in the x direction and 2 in the y direction and 1 in the z direction.

952. Create a matrix to translate a point 1 in the x direction and 3 in the y direction and 2 in the z direction.

953.

Create a matrix to transform the green triangle into the yellow triangle.

954. Create a matrix to translate a point 2 in the x direction and 2 in the y direction and 3 in the z direction.
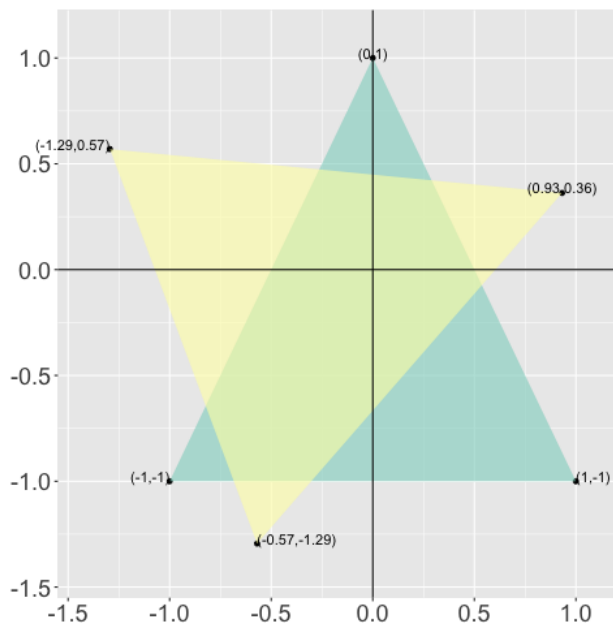
955. Create a matrix to transform the green triangle into the yellow triangle.

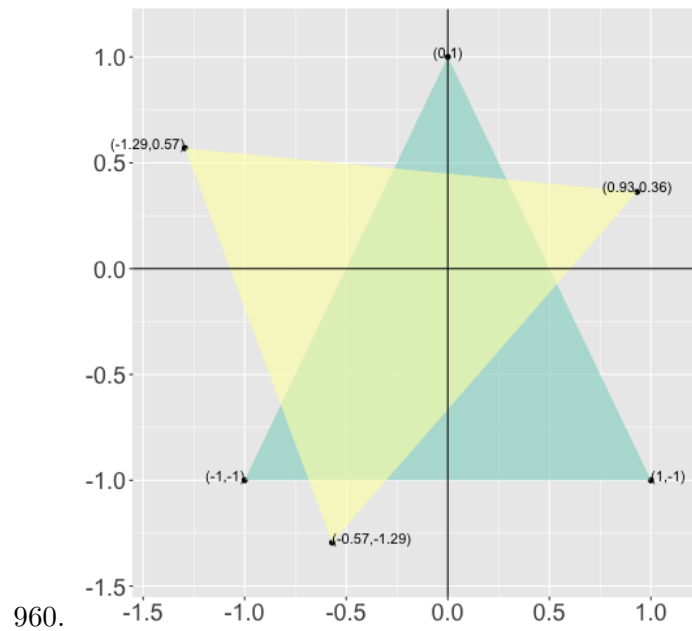956. Create a matrix to rotate a point 0.84 radians around the z-axis.

957. Create a matrix to translate a point 1 in the x direction and 3 in the z direction.

958. Create a matrix to translate a point 1 in the x direction and -4 in the y direction and -2 in the z direction.
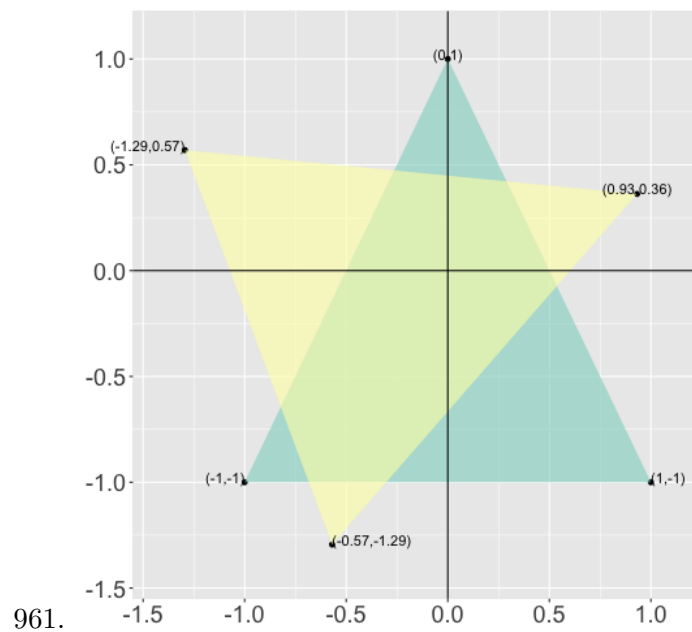

959. Create a matrix to transform the green triangle into the yellow triangle.
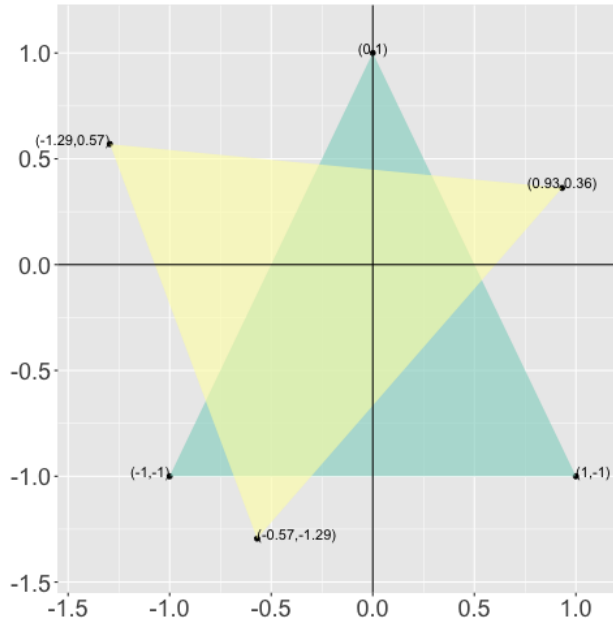
960. Create a matrix to transform the green triangle into the yellow triangle.

961. Create a matrix to transform the green triangle into the yellow triangle.

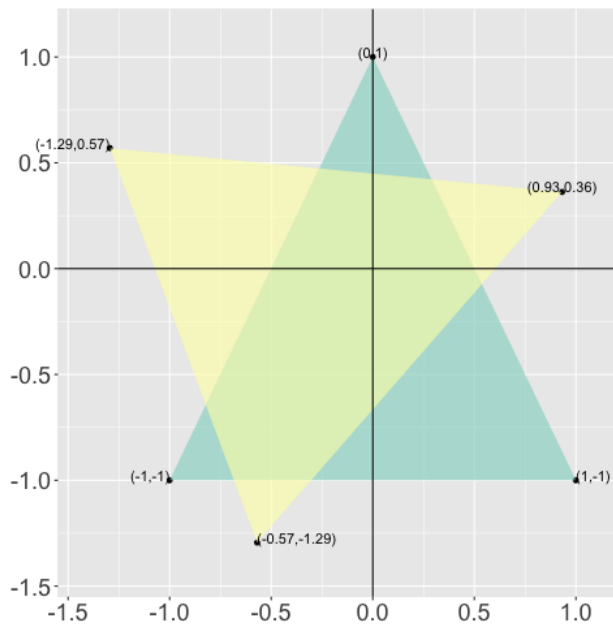962. Create a matrix to rotate a point 1.08 radians around the z-axis.

963.
Create a matrix to transform the green triangle into the yellow triangle.
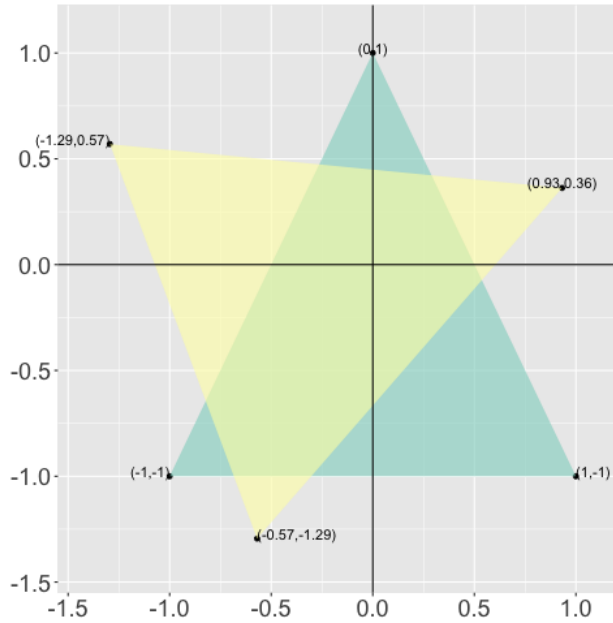
964. Create a matrix to scale a point 4.45 along the x-axis and 1.08 along the z-axis.

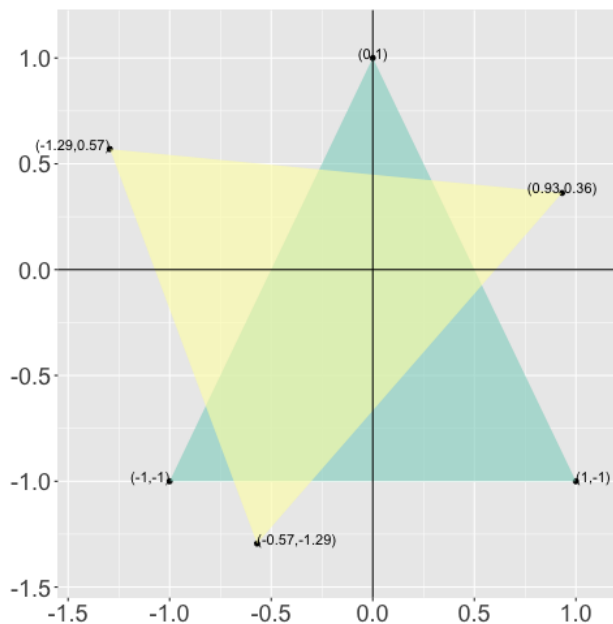965. Create a matrix to rotate a point 0.83 radians around the z-axis.

966.
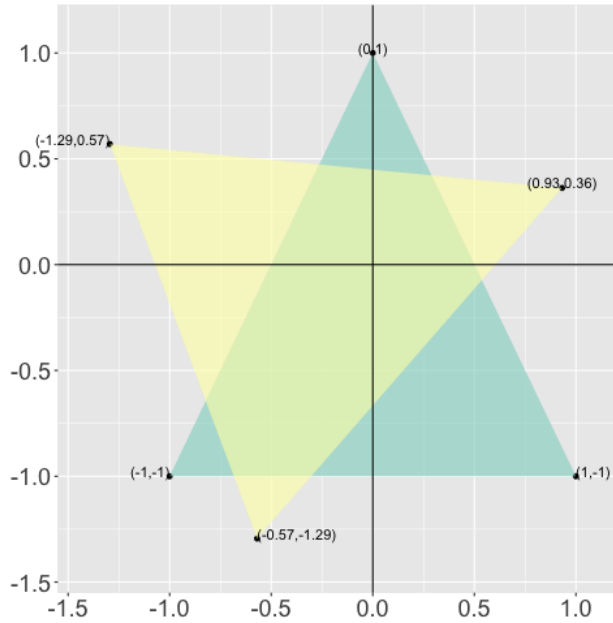Create a matrix to transform the green triangle into the yellow triangle.

967. Create a matrix to transform the green triangle into the yellow triangle.

968. Create a matrix to scale a point 0.44 along the x-axis and 1.41 along the y-axis and 0.98 along the z-axis.

969. Create a matrix to translate a point 1 in the x direction and 2 in the y direction and -3 in the z direction, and then scale a point 1.46 along the y-axis and 4.48 along the z-axis, and then rotate a point 0.63 radians around the z-axis.

970. Create a matrix to scale a point 2.44 along the x-axis, and then translate a point -3 in the y direction and 4 in the z direction.

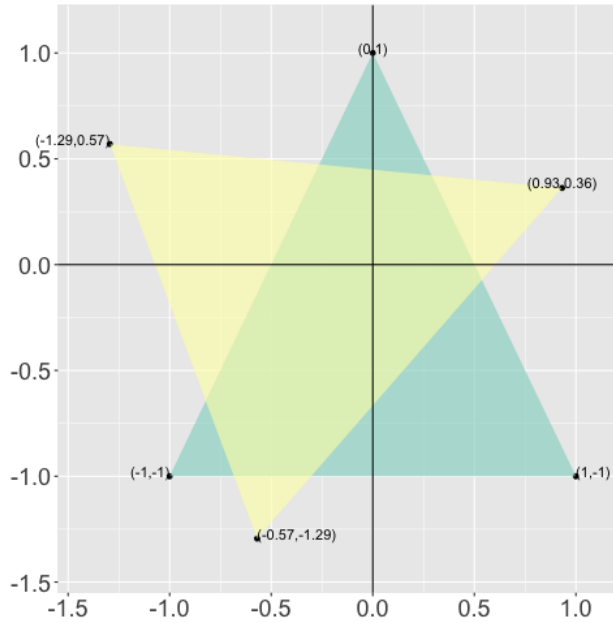971. Create a matrix to rotate a point 1.09 radians around the z-axis.

972. Create a matrix to transform the green triangle into the yellow triangle.
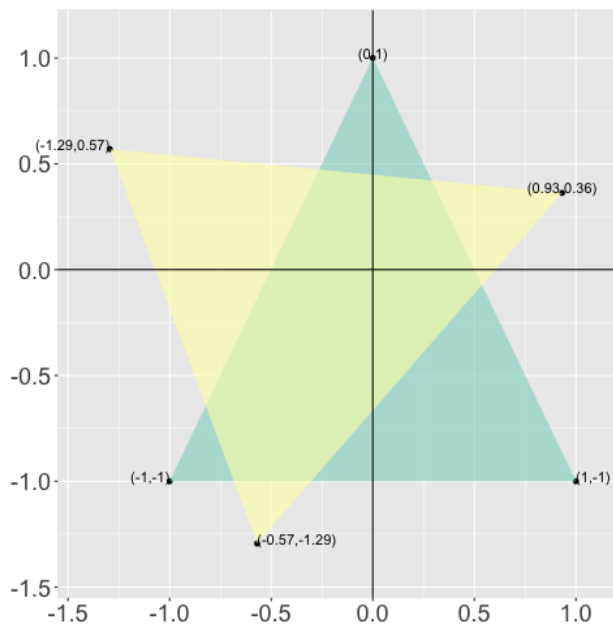
973. Create a matrix to scale a point 4.70 along the x-axis and 2.84 along the y-axis and 3.13 along the z-axis.

974. Create a matrix to translate a point 3 in the x direction and 3 in the y direction and 1 in the z direction.

975. Create a matrix to transform the green triangle into the yellow triangle.

976. Create a matrix to rotate a point 0.66 radians around the z-axis.

977. Create a matrix to rotate a point 0.33 radians around the z-axis.

978. Create a matrix to rotate a point 1.05 radians around the z-axis.

979. Create a matrix to translate a point -3 in the x direction and -1 in the y direction and -5 in the z direction.

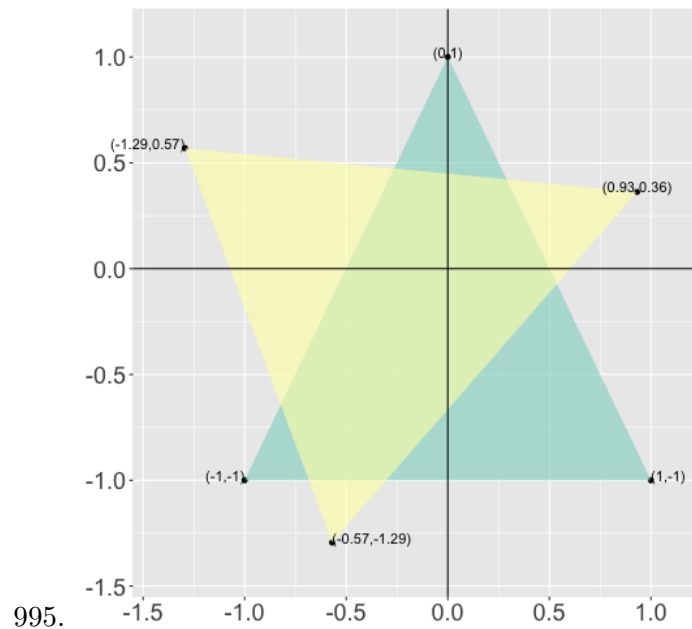980. Create a matrix to rotate a point 1.02 radians around the z-axis.

981. Create a matrix to transform the green triangle into the yellow triangle.

982. Create a matrix to translate a point 3 in the x direction and -5 in the y direction and -1 in the z direction, and then scale a point 1.80 along the x-axis and 2.25 along the y-axis and 3.56 along the z-axis.

983. Create a matrix to rotate a point 0.34 radians around the z-axis.

984. Create a matrix to rotate a point 1.17 radians around the z-axis.

985. Create a matrix to transform the green triangle into the yellow triangle.

986. Create a matrix to transform the green triangle into the yellow triangle.

987. Create a matrix to scale a point 4.44 along the x-axis and 1.61 along the y-axis and 0.90 along the z-axis.

988. Create a matrix to rotate a point 0.81 radians around the z-axis.

989. Create a matrix to scale a point 1.91 along the x-axis and 1.06 along the z-axis.

990. Create a matrix to translate a point 3 in the x direction and 4 in the y direction and -2 in the z direction.

991. Create a matrix to translate a point -4 in the y direction and 4 in the z direction.

992. Create a matrix to rotate a point 1.34 radians around the z-axis, and then translate a point 1 in the y direction and -3 in the z direction.

993. Create a matrix to translate a point 1 in the x direction and -3 in the z direction, and then scale a point 1.03 along the x-axis and 0.03 along the y-axis, and then rotate a point 0.78 radians around the z-axis.

994. Create a matrix to translate a point -5 in the x direction and 4 in the y direction and 3 in the z direction.

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995. Create a matrix to transform the green triangle into the yellow triangle.

996. Create a matrix to rotate a point 0.61 radians around the z-axis, and then translate a point -4 in the x direction and -1 in the y direction and -5 in the z direction, and then scale a point 2.99 along the y-axis.

997. Create a matrix to rotate a point 1.21 radians around the z-axis.

998. Create a matrix to scale a point 3.65 along the x-axis and 0.70 along the y-axis and 3.71 along the z-axis.

999. Create a matrix to translate a point 4 in the x direction and -5 in the y direction and 2 in the z direction.

1000. Create a matrix to scale a point 1.27 along the z-axis.