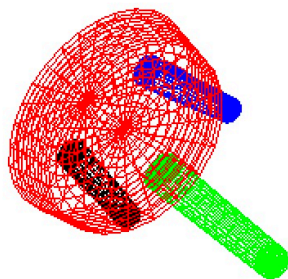
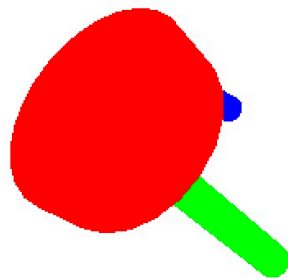


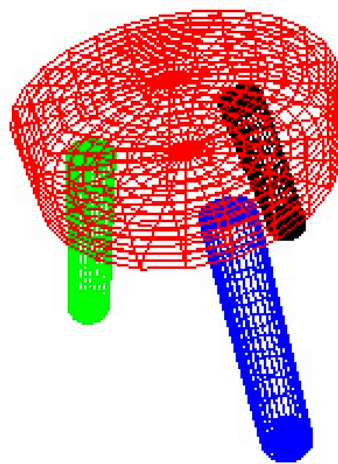
Lab 5

AbdelRahman Adel AbdelFattah

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Samples





Code Flow

1. Compile a glList for the legs
2. Calculating the x, y, z translate values
3. Pushing and popping matrices to handle the translations, rotation, and scaling.
4. User input to rotate around the 3 dimensions