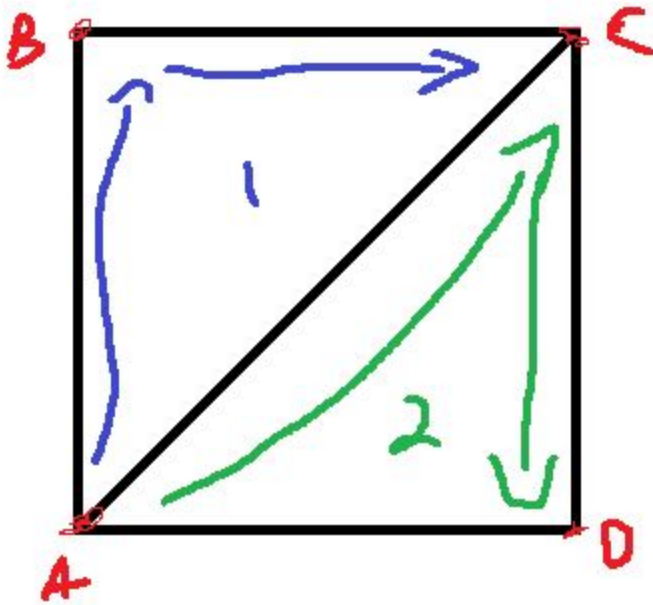
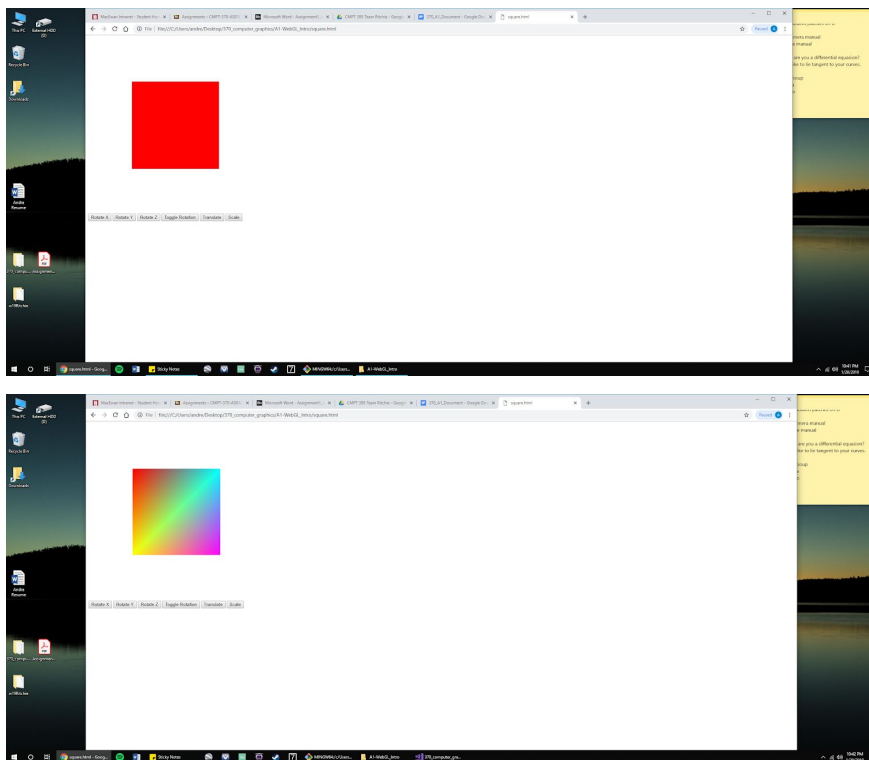


Q1.



The view vector is at position 0, 0, 0 (middle of the square).

Q2.



I changed color.push to assign different colors to the four vectors. The fragment shader renders the area between the vectors as a spectrum of the different vector colors.

Andre Driedger 1805536

Prof: Dana Cobzas CMPT 370 Computer Graphics

Assignment 1

Q3.

For translations I used vector addition to add a translation vector to the reference position vector. For scale I multiplied the reference position vector with a scale transformation matrix of homogeneous coordinates.