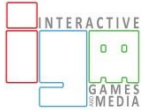
	<p style="text-align: center;"> Rochester Institute of Technology Golisano College of Computing and Information Sciences School of Interactive Games and Media 2145 Golisano Hall – (585) 475-7680 </p>	
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Data Structures & Algorithms for Games & Simulation II IGME 309 E08: Gimbal Lock

This exercise follows lecture **09 - Quaternions**

There are no set of instructions on this exercise other than remove the gimbal lock from where the lecture ended today.

You may use quaternions or matrices so long there is no Gimbal Lock when you rotate the mid axis about 90 degrees.

Your model should rotate freely in the (1,1,1) axis when the x, y, and z key controllers are pressed.

Notes:

As usual, your submission is only a zipped version of the project NOT the whole solution, it should be less than 50 kb total, (unless you are using your own models/textures or your own framework solution). Push your solution to your repository with the comment “**E08 Deliverable**” then zip the project and upload it to the dropbox, in the comments section you need to specify the address of your repository. Example:

