|  |  |
| --- | --- |
| **Algorithm** | **Problem** |
| 2D transformation  (Translation, Scaling and Rotation) | 1. Find the matrix after the rotation with point where an object will be rotated by about the origin. 2. Rotate problem (1) with anti-clockwise. 3. Find the matrix after the scaling with the point where an object will be scaled by and about the origin. 4. Compute problem **(3)** for and. 5. Compute problem **(3)** for and 6. Compute problem **(3)** for and 7. Find the matrix after the translated with point where an object will be translated by and about the origin. 8. Compute problem **(7)** for and. 9. Compute problem **(7)** for and. 10. Compute problem **(7)** for and. |

**CSE 424 - Computer Graphics Lab**

**Lab Assignment – 3**

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**Submission: up to 9th August, 2019 at 11:59PM**