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Class: Computer Graphics 1

#### Assignment 6 Analysis:

This assignment implements a robot arm that contains a base, lower arm, upper arm, and 3 fingers extending off the upper arm. All of these objects have settings for different degrees of rotation (x, y, and z). Everything in this project was pretty straight forward using the existing code that was provided. I believe I implemented everything that was needed pertaining to the assignment instructions. There are no known bugs within the program. I will note that if the robot is in the default it isn't possible to see the change of the fingers of the robot.