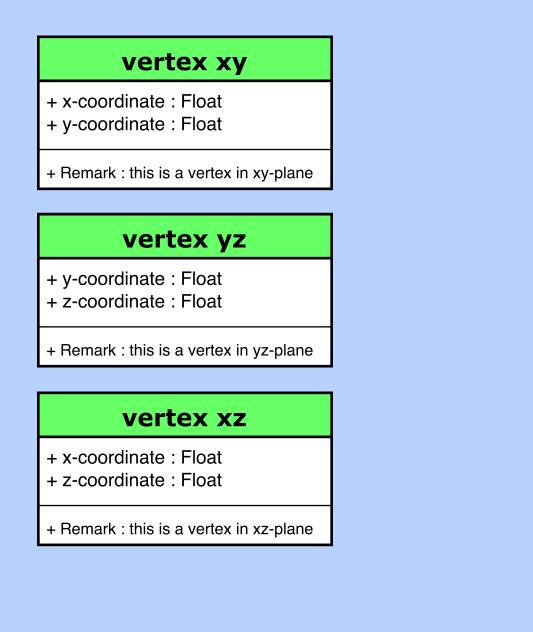
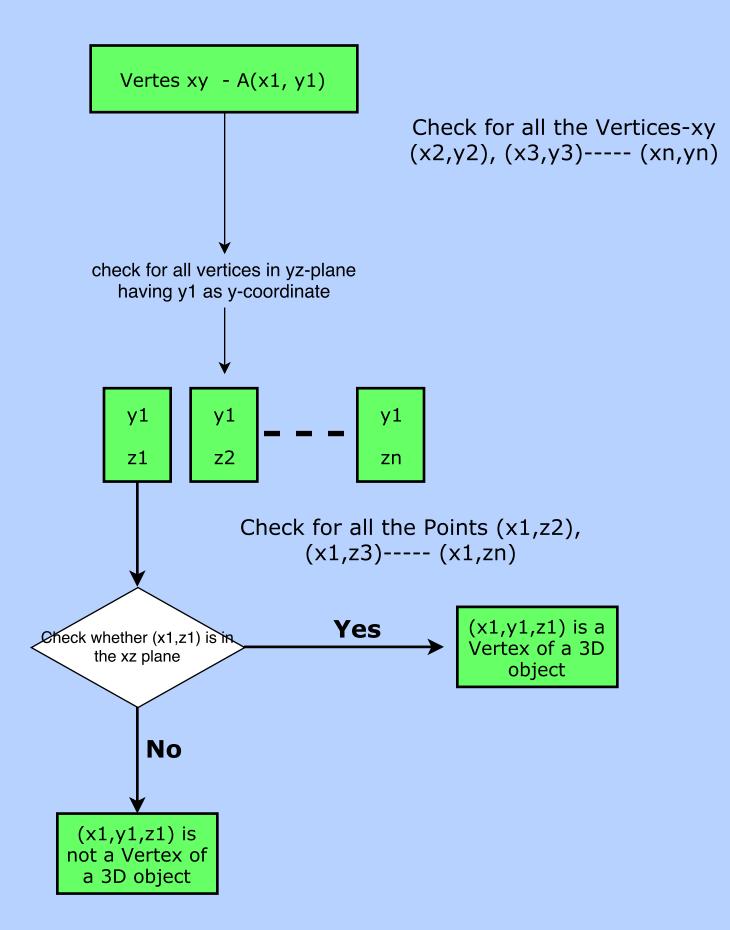
Repeat this for each vertex vertex Vertices of Projection on yz-plane multiply with [0 1 1] **Vertex - A** + x - coordinate : Float **Side View** + y - coordinate : Float + z - coordinate : Float + Transformation [int int int] : vertex Projection on xy-plane Projection on xz-plane multiply with [1 1 0] multiply with [1 0 1] Vertices of Vertices of **Front View Top View** Repeat this for each edge Edge + vertex1 : Vertex Projection on yz-plane → -> multiply given two vertices with [0 1 1] Edge on + vertex2 : Vertex Edge 1 **Side View** + transformation [int int int] () : Edge Projection on xy-plane -> Projection on xz-plane > multiply given two vertices with [1 0 1] multiply given two vertices with [1 1 0] Edge on Edge on **Front View Top View**

Finally we have obtained all the vertices and edges of all three views

2D to 3D





now we got all the 3D vertices

