Writing part for Part 3

The linear transformation of this part is very straightforward; it’s the dots position of a letter (x, y, z) \* the transformation matrix. This has to be linear; otherwise a rotation of the letter orthogonal to the frame can’t be achieved by scaling letters and the ratio between each letter is certainly not the same.

And the nonlinear transformation is plug in the degree value into the transformation matrix. Because sin(x) and cos(x) is not linear transformation. Sin(pi) = 0, sin(pi/2) = 1 != sin(pi)/2. Same apply for cos. And transformation matrix is composed of sin and cosine, so it can’t be linear transformation.