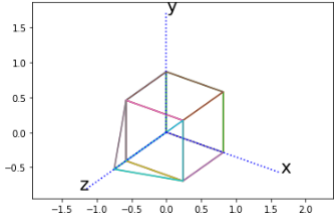
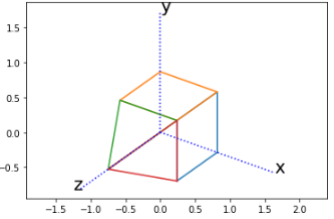
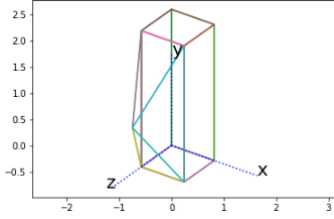
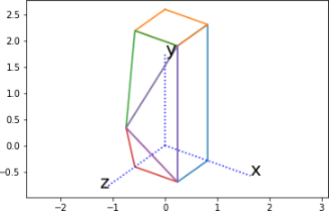
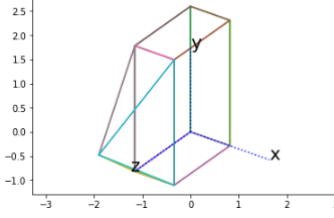
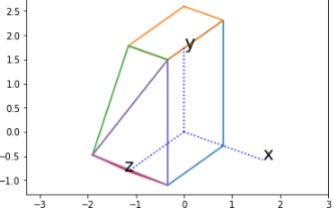
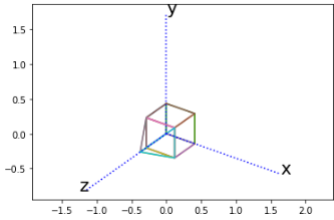
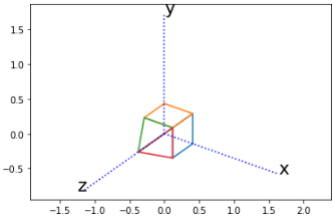
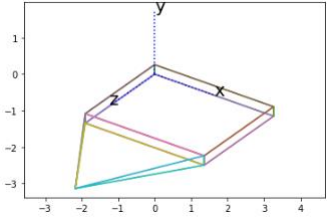
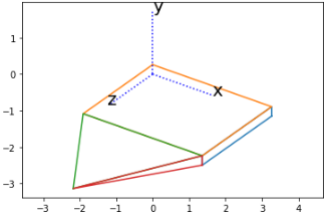
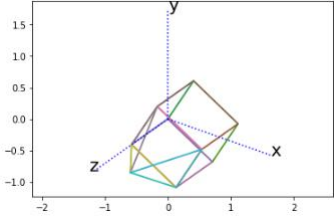
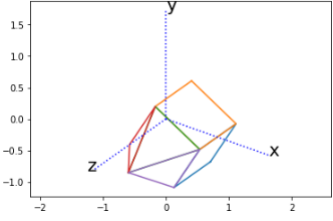
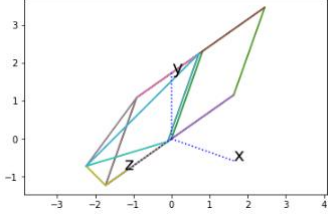
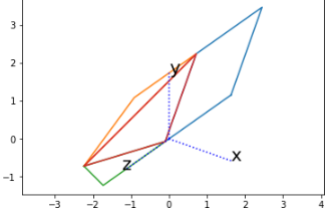
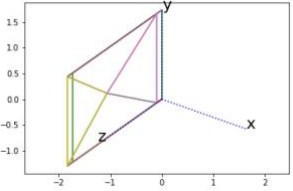
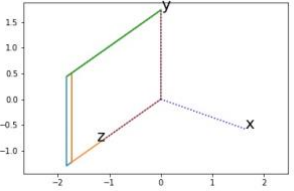
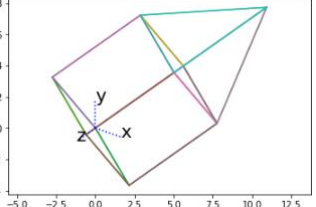
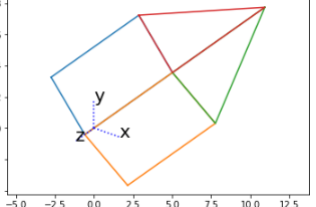


Report of Assignment 3

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number	unhidden	hidden	matrix	changes
obj0			$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	No changes.
obj1			$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	Scale
obj2			$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 2 \end{bmatrix}$	Scale

obj3			$\begin{bmatrix} 0.5 & 0 & 0 \\ 0 & 0.5 & 0 \\ 0 & 0 & 0.5 \end{bmatrix}$	Scale
obj4			$\begin{bmatrix} 4 & 0 & 0 \\ 0 & 0.3 & 0 \\ 0 & 0 & 3.3 \end{bmatrix}$	Skew
obj5			$\begin{bmatrix} \frac{\sqrt{3}}{2} & 0.5 & 0 \\ -0.5 & \frac{\sqrt{3}}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$	Rotate Translate
obj6			$\begin{bmatrix} 2 & 1 & 0 \\ 2 & 3 & 0 \\ 0 & 0 & 3 \end{bmatrix}$	Rotate Skew

obj7			$\begin{bmatrix} 0 & 0 & 2 \\ 0 & 2 & 2 \\ 3 & 0 & 3 \end{bmatrix}$	Scale Translate Rotate
obj8			$\begin{bmatrix} 3 & 9 & 9 \\ 9 & 3 & 9 \\ 9 & 9 & 3 \end{bmatrix}$	Rotate Scale Translate