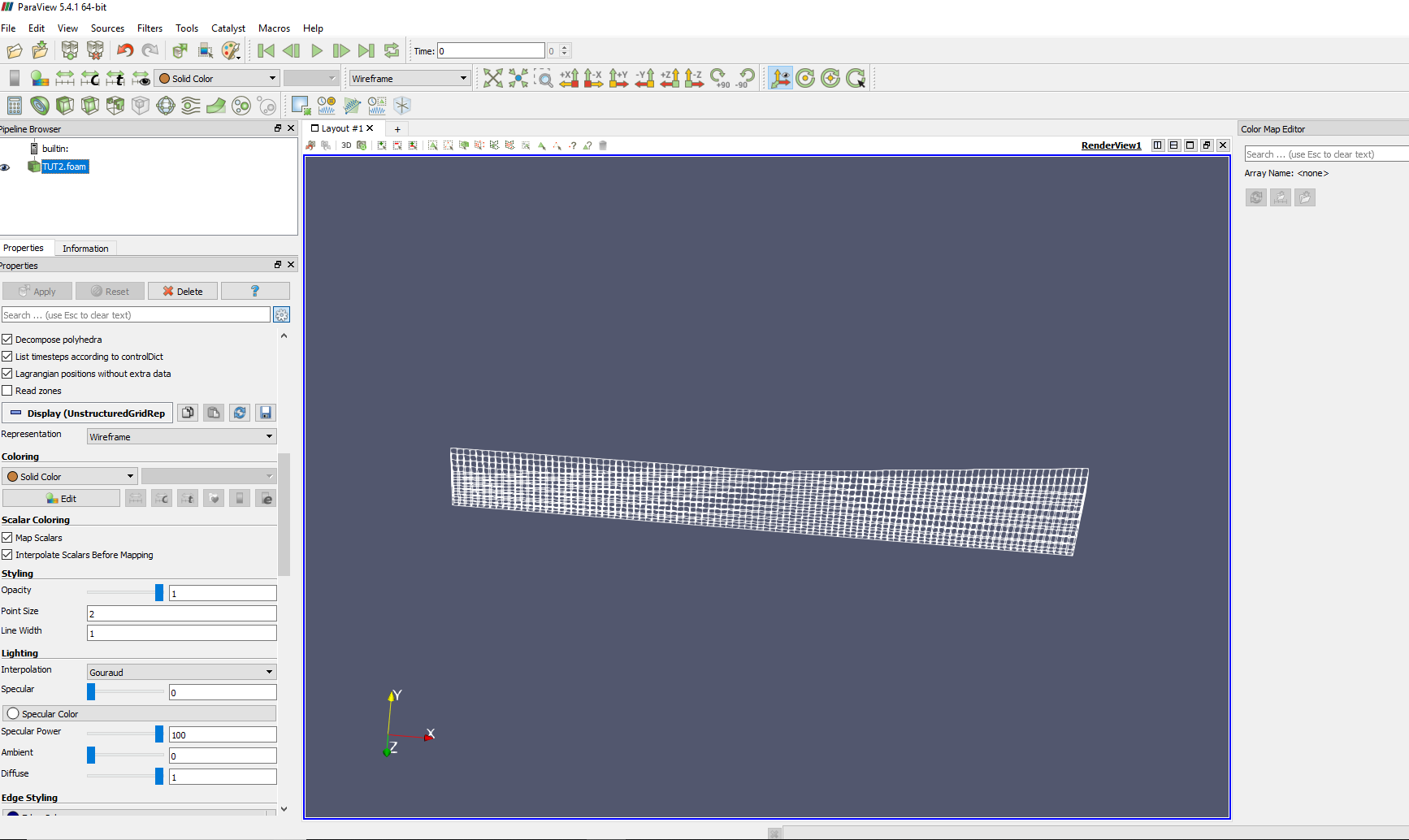
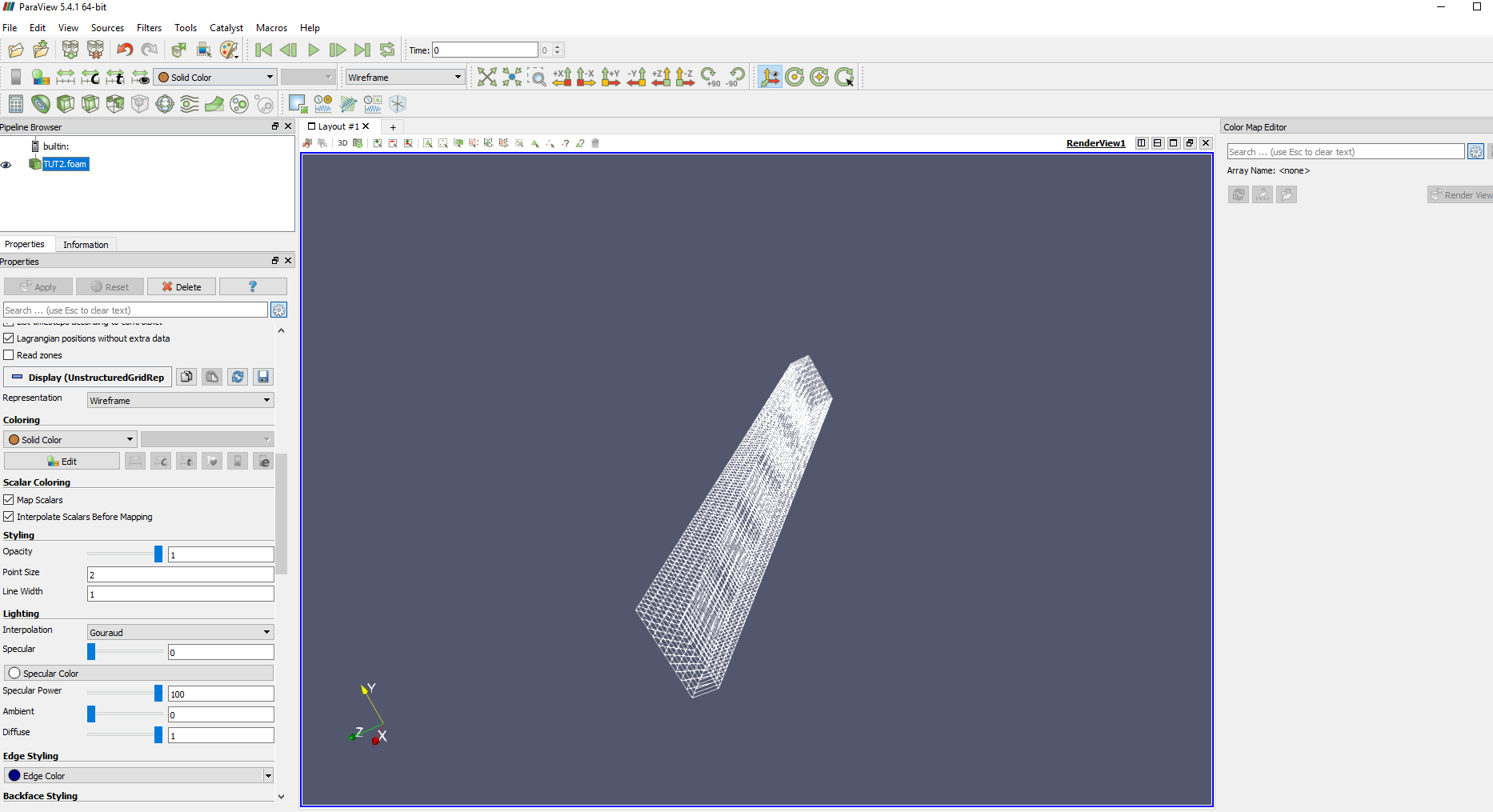
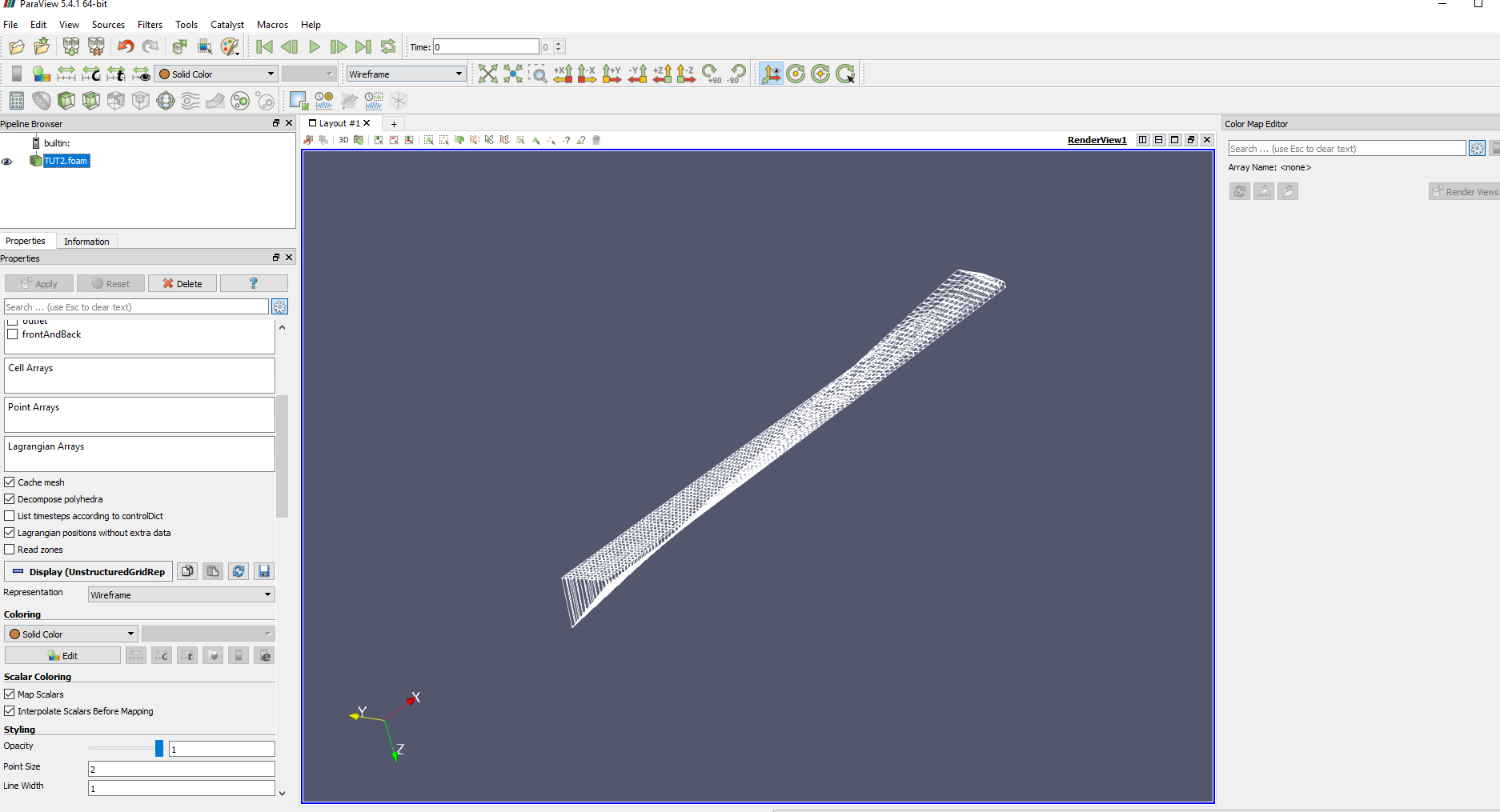
ME 709 Assignment 3

Task 1:

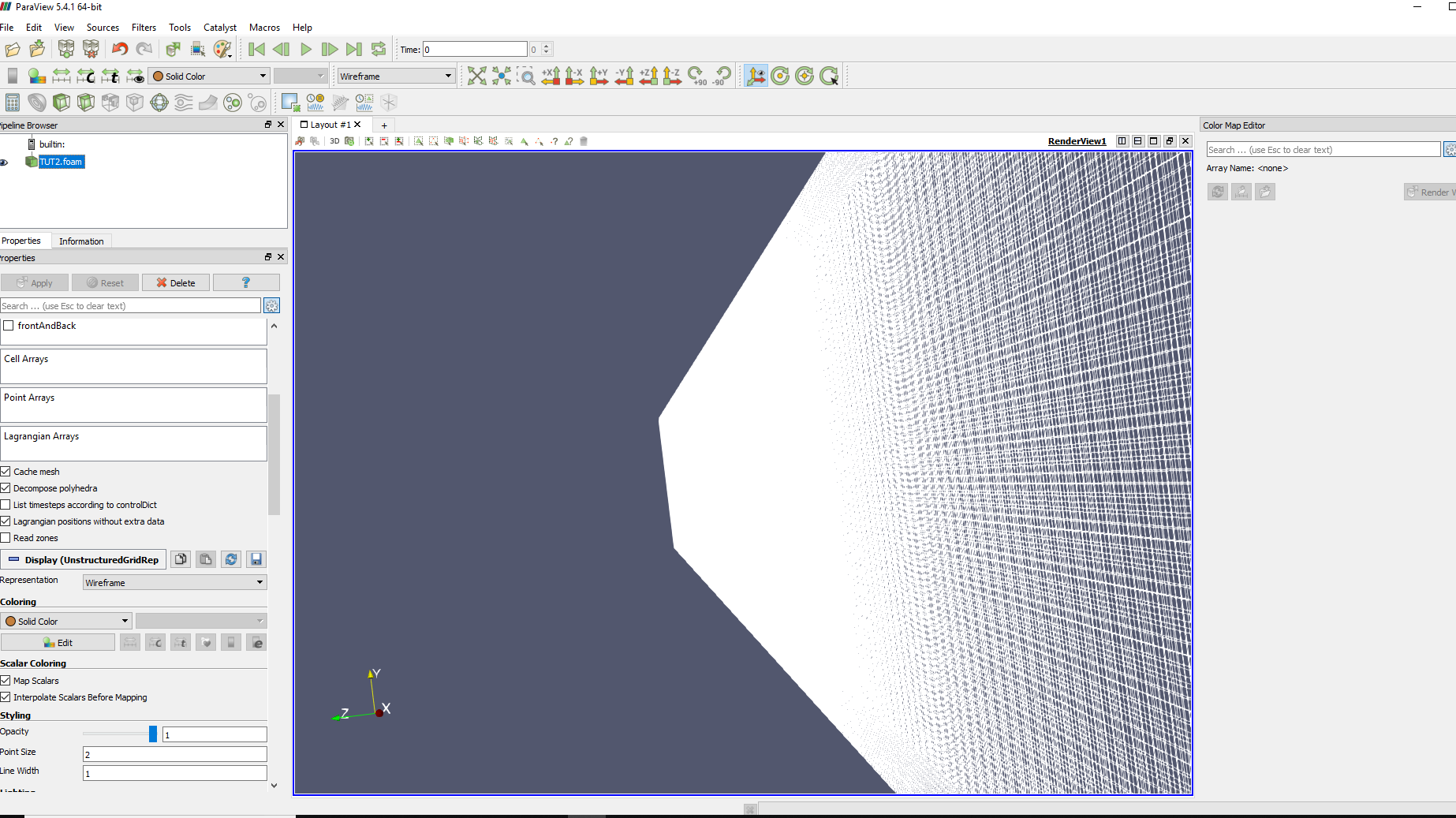


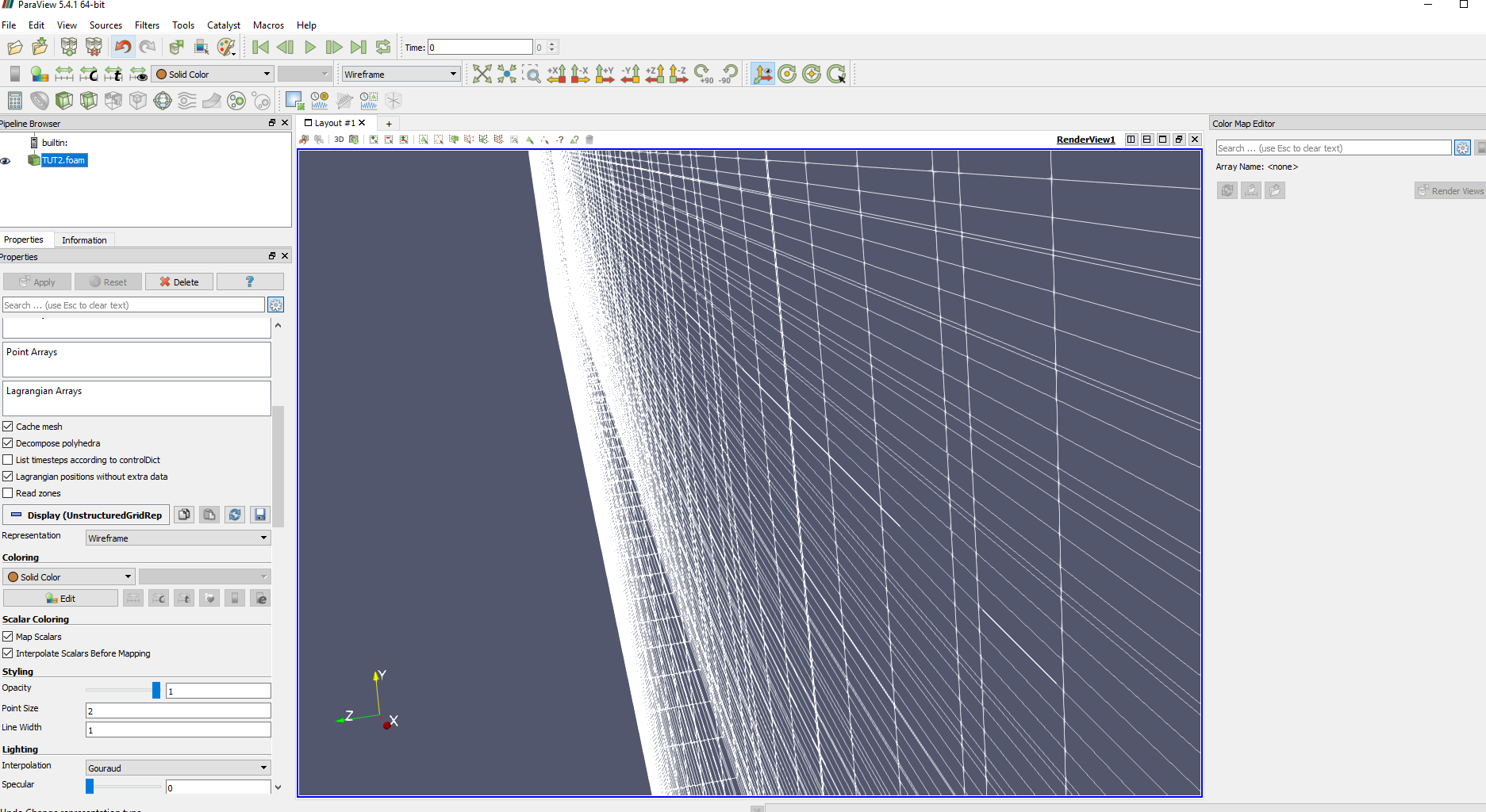




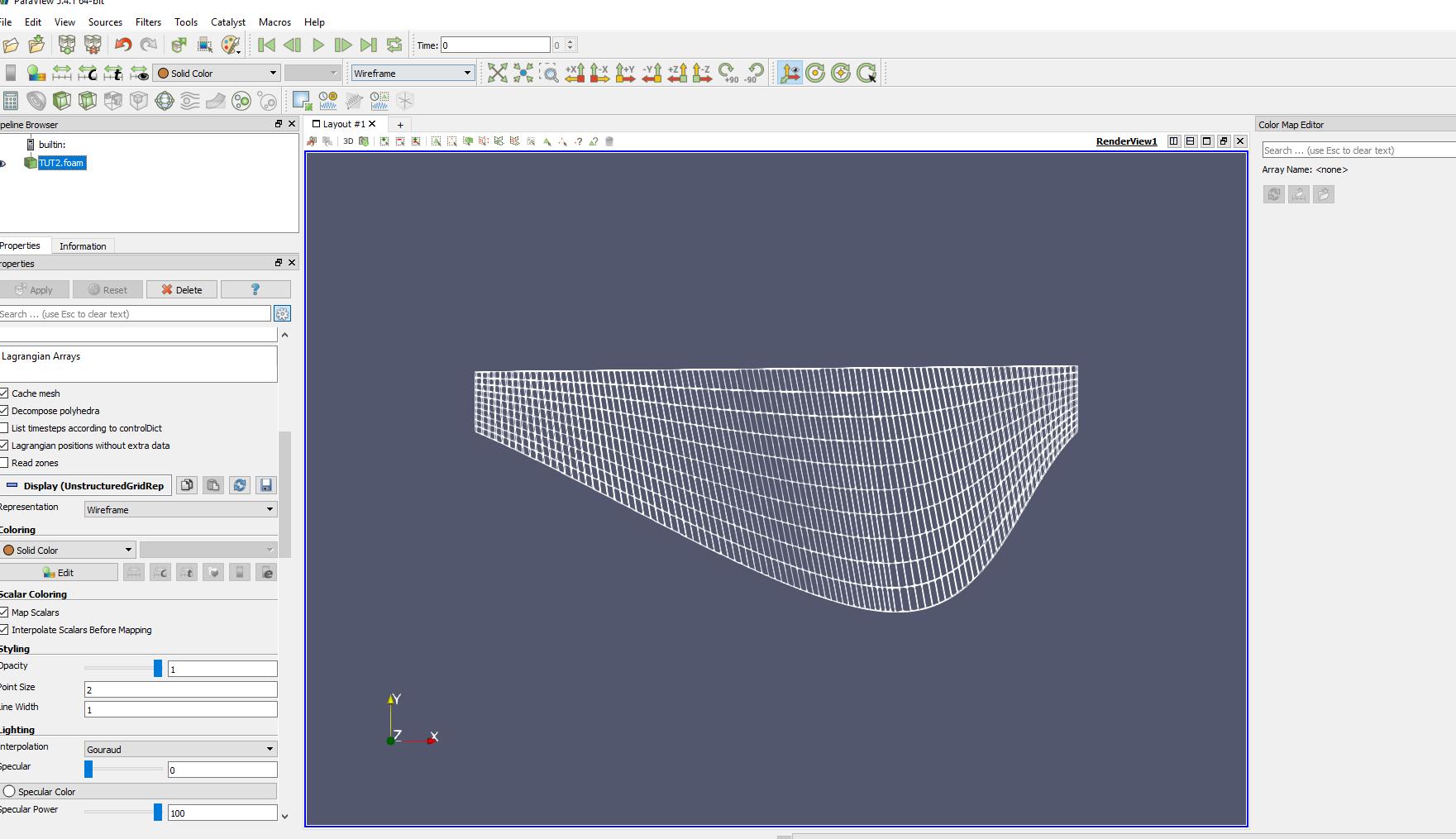
This last image has a coordinate of (0 – 1 – 1) which tapers the object to a distance of zero, which will be interesting to see how that kind of geometry is handled during simulation.

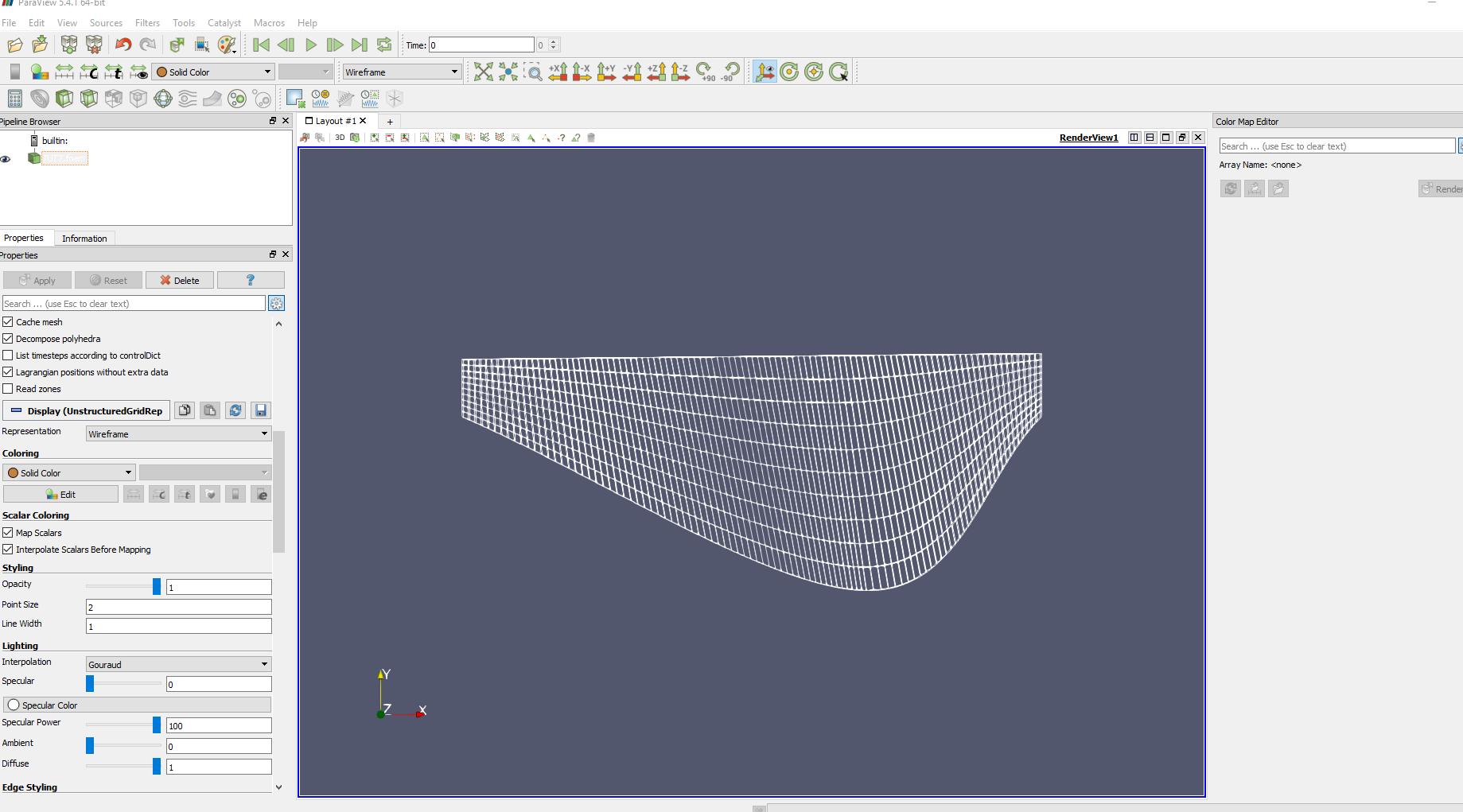
Task 2:

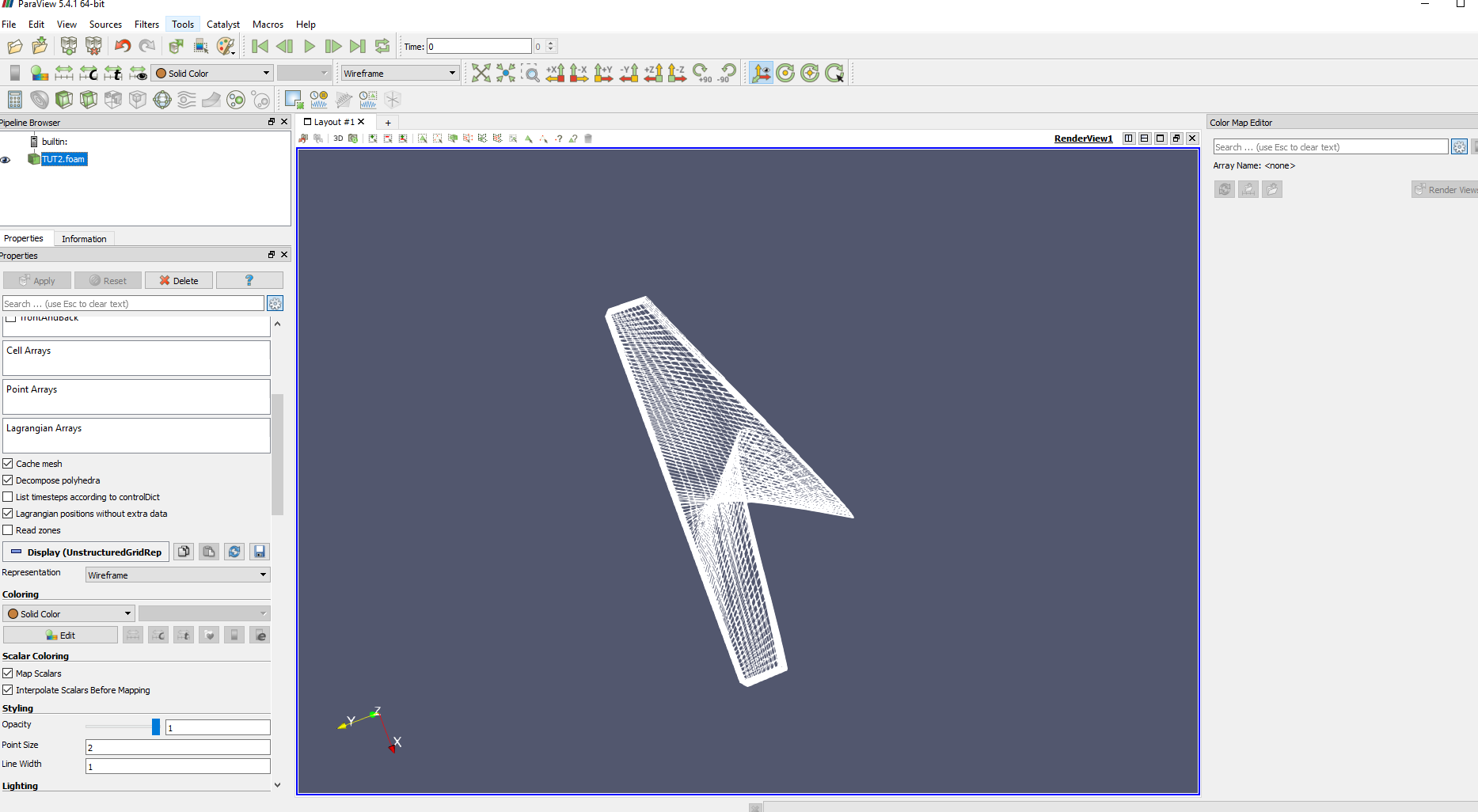




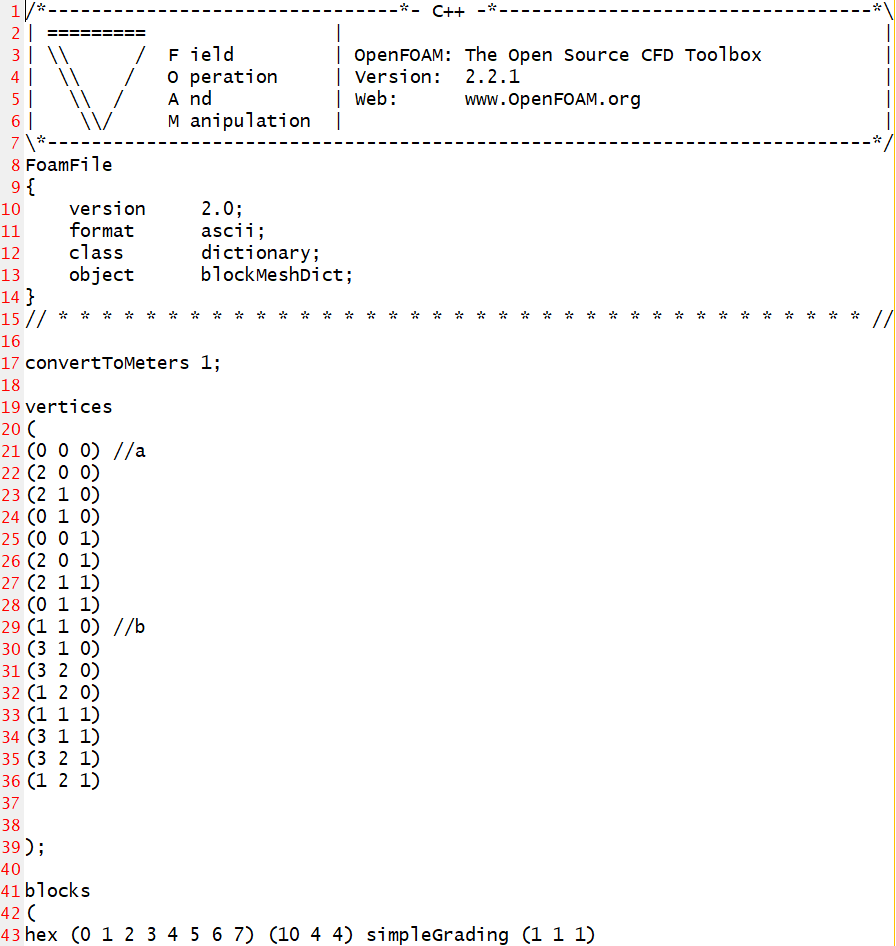
Task 3:

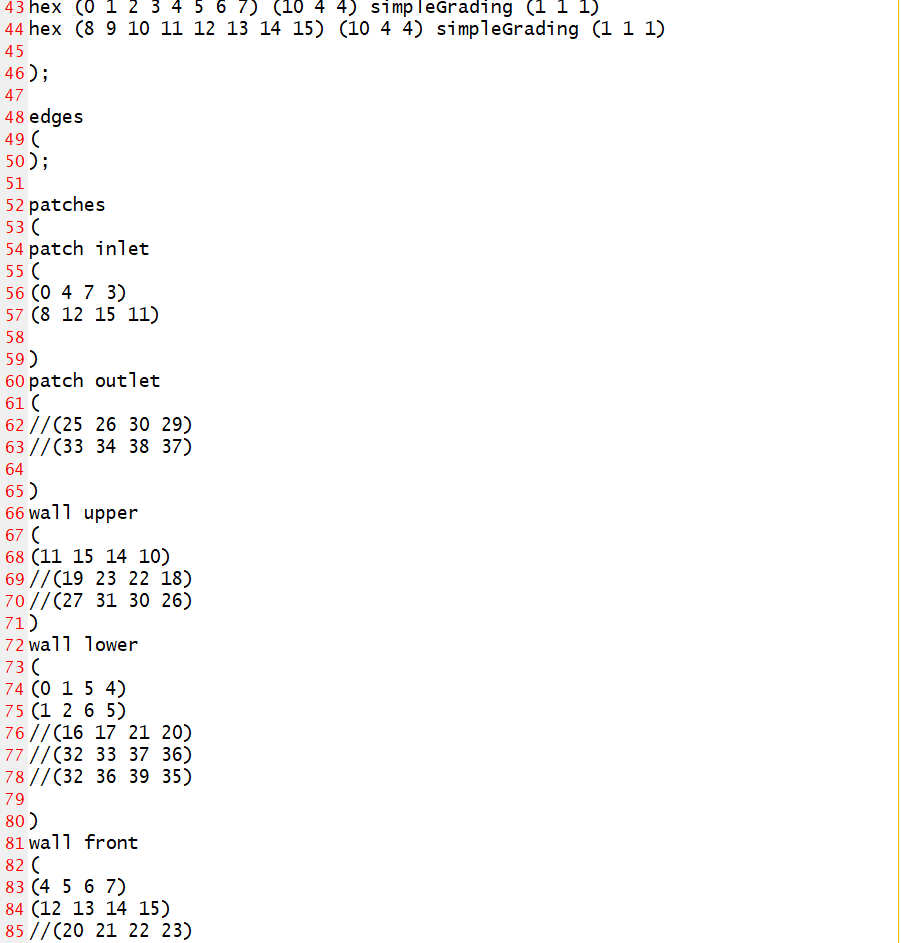


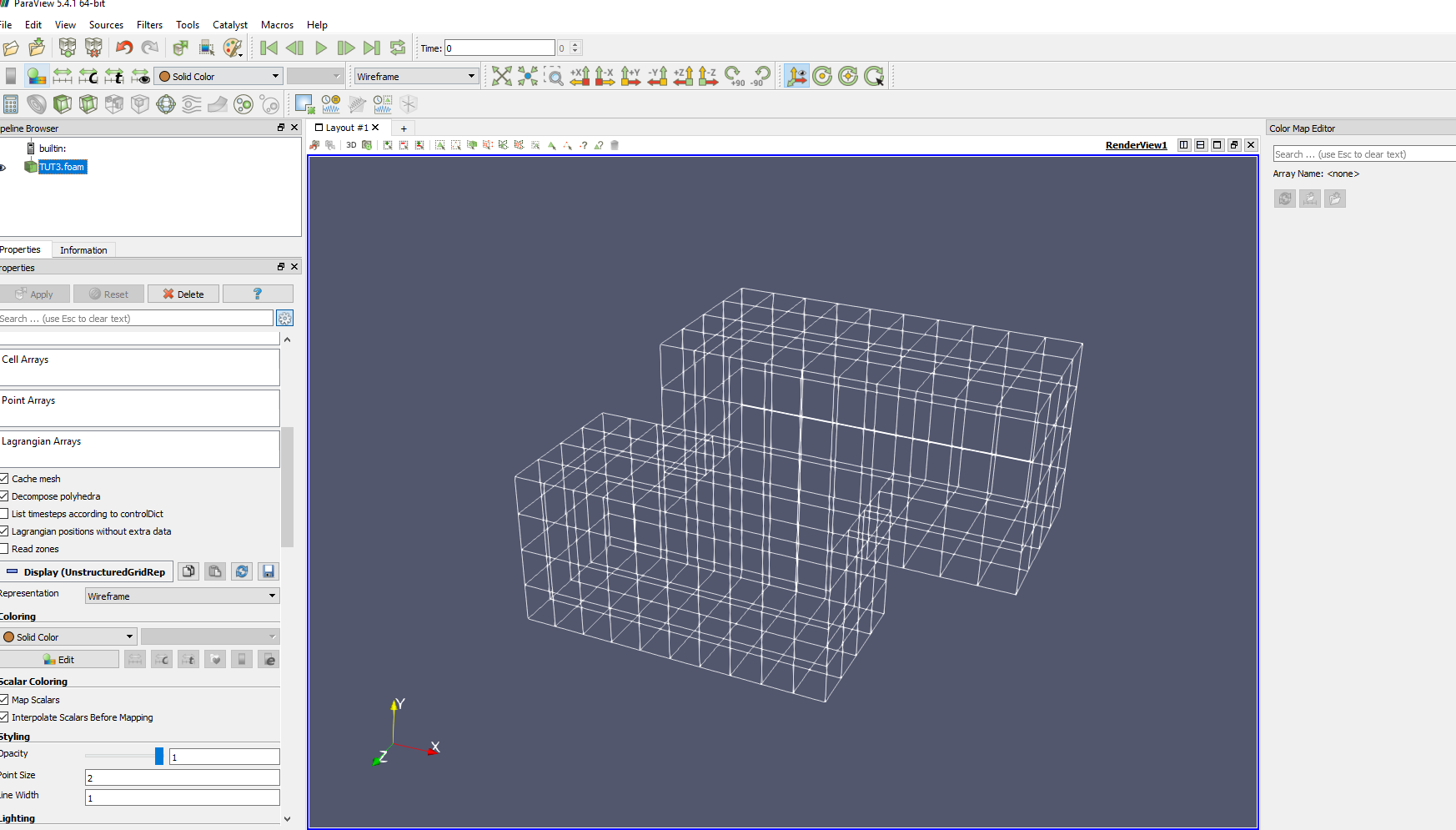
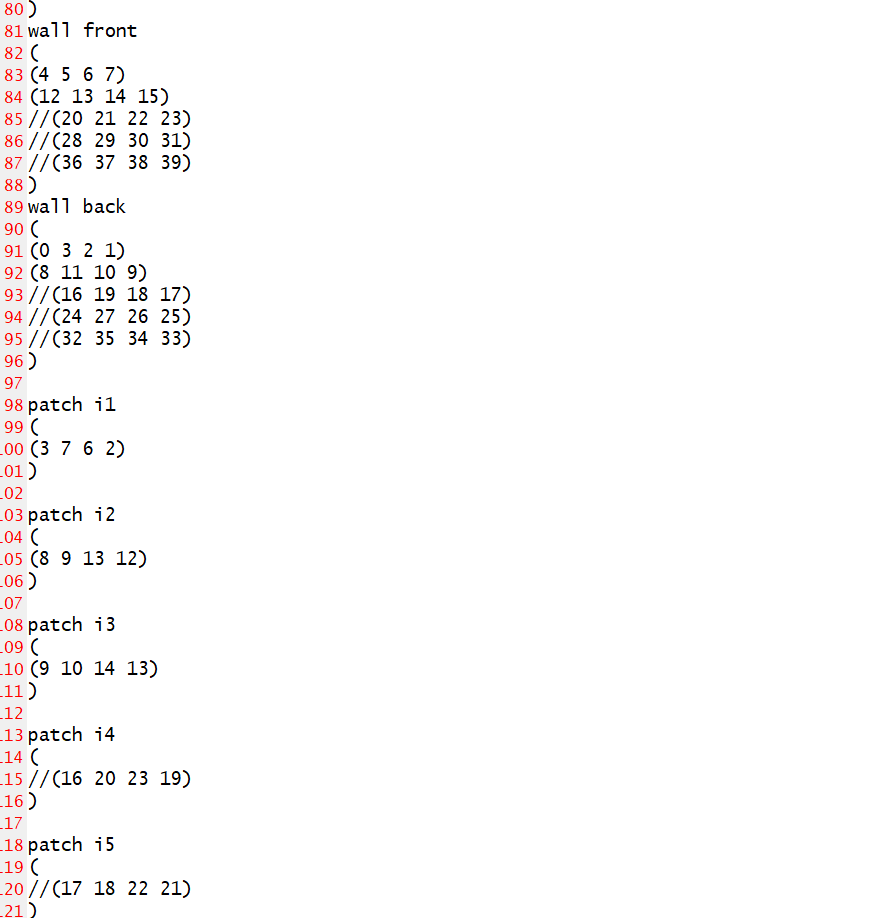




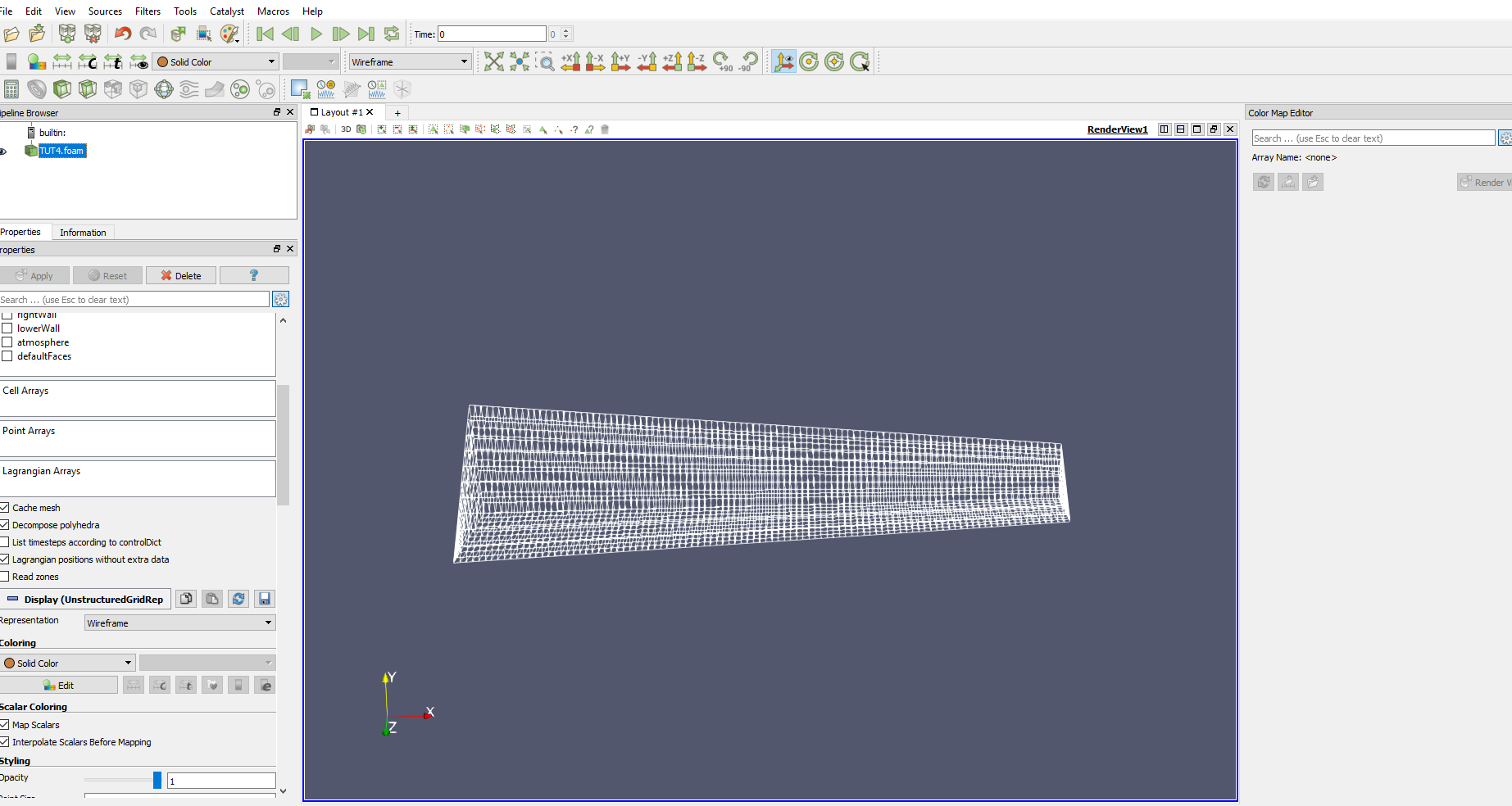
Task 4:





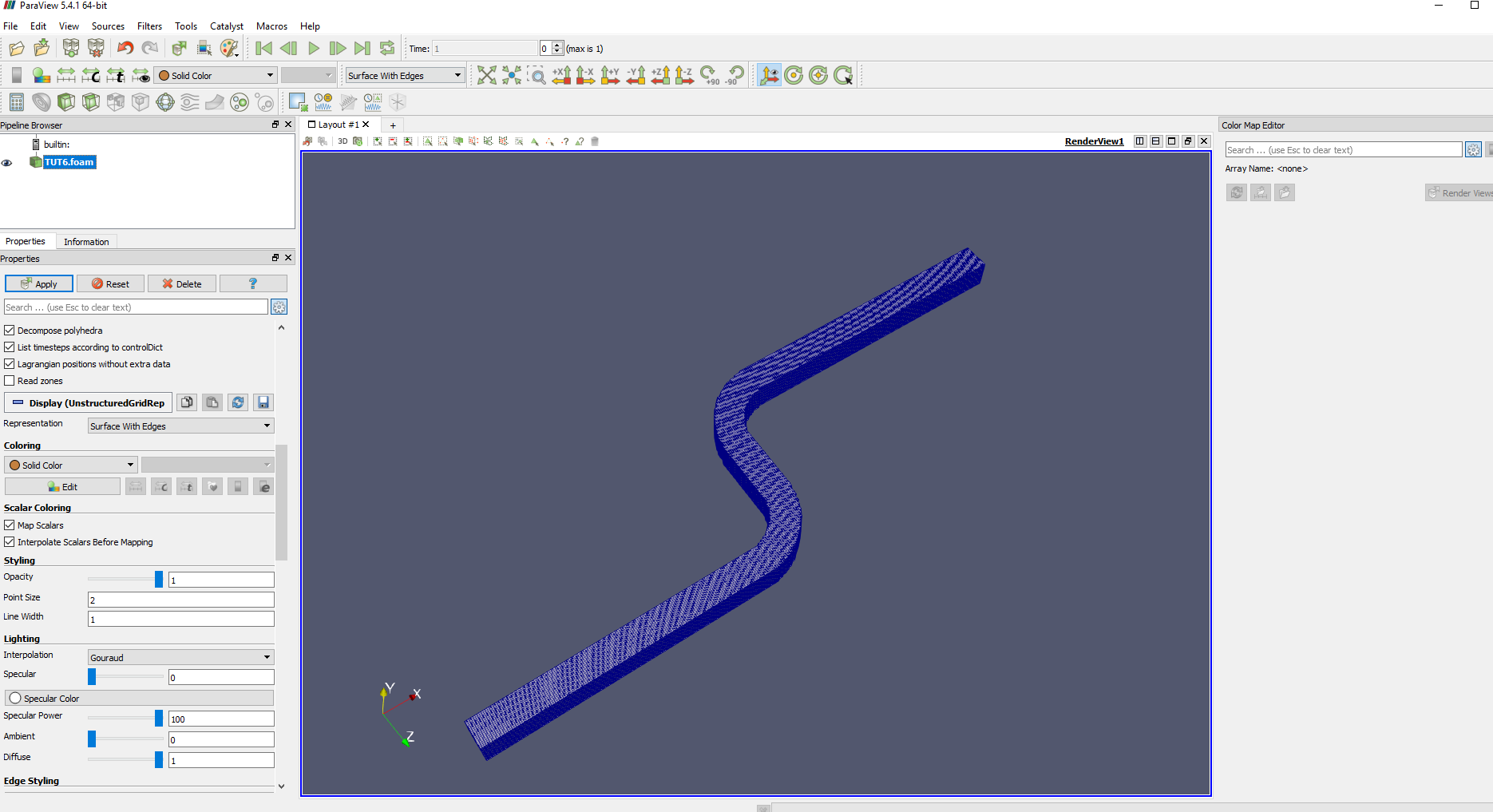


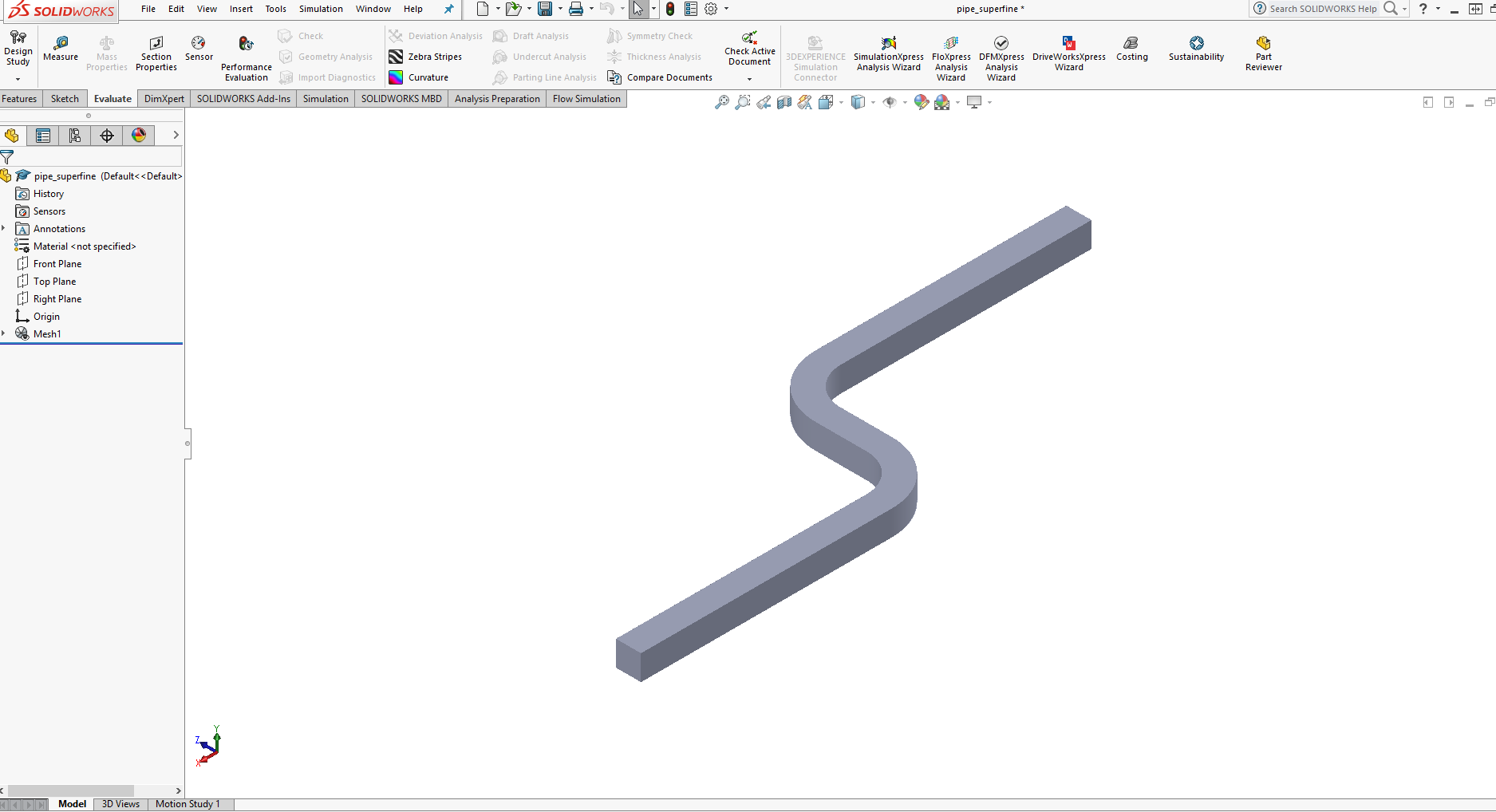
Task 5:



Task 6:

No Submission Required, but interesting!

Task 7: 



Task 8:

