A02 – Basic transforms

The WebGL application contained in file `index.html`, wants to perform 7 transformations using the code written in file `move.js`.

If you look at the code in `move.js`, you will see that all transforms are initialized to the identity matrix (which performs no transform). Your goal is to modify such matrices to obtain the desired effect.

If you open `index.html` in Google Chrome or in some other WebGL supported browser, you will see at top of the page the requested transform, and a wireframe view of the wanted result. If you press space, it will add a filled view of the object obtained using the transform you supplied in the file `move.js`. If the wireframe and solid object matches, you have done it right! You can press space and move to the next transform.

In this exercise, you cannot use any third-party library (not even the **utils.js** that will be briefly presented in the next lessons) to build the matrices. You might however write your own functions to create the matrices, or make them with external software such as Matlab and copy and paste the solution in this assignment.