

A07 – World matrix

This assignment (start from file `index.html`) is similar to the one in the previous three assignments. It requires to create a set of world matrices in file `world.js`. The position, scaling and orientation required each time, is specified in the comments of file `world.js`. Rotation is always expressed using Euler Angles, in y-up convention, where the object is originally oriented toward the positive z-axis. By pressing the space bar, you can check whether your matrices matches the correct solution.

In this exercise you must write yourself (that is, not using a functionality provided by any library) the world matrix. You can however use library functions to create rotation matrices, scaling matrices, shear matrices, translation matrices, and to compute matrix products, inversion or transposition.