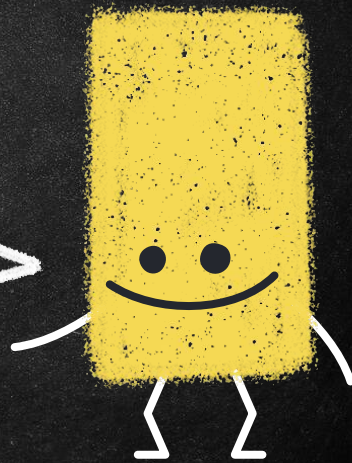


GRAPHICS, homework



[Link to Pre-Work](#)

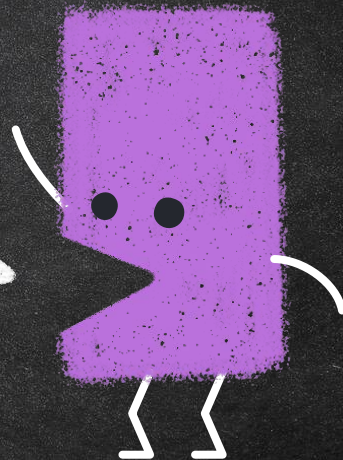


“


Create a scene that uses AFrame that demonstrates transformations.

Use entities to show the following:

- ☐ Translations
- ☐ Rotations
- ☐ Scaling

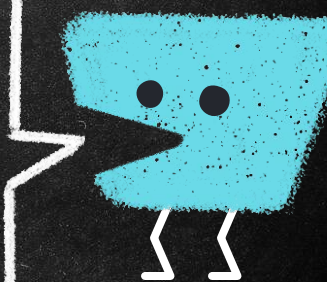


TASK



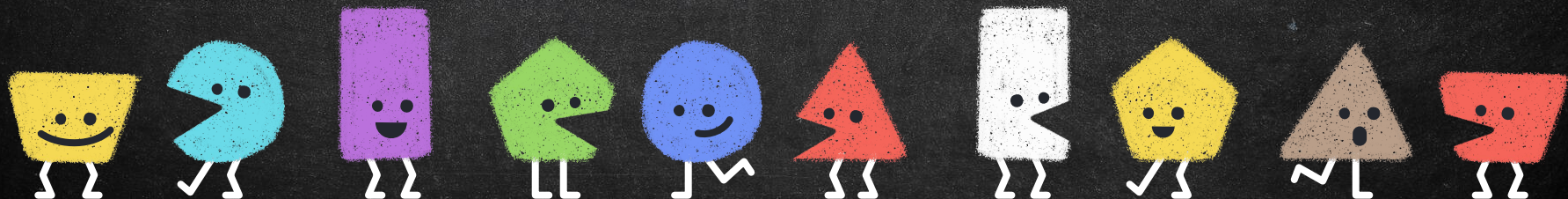
What are the requirements for this assignment?

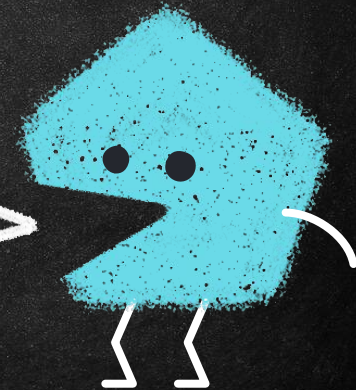
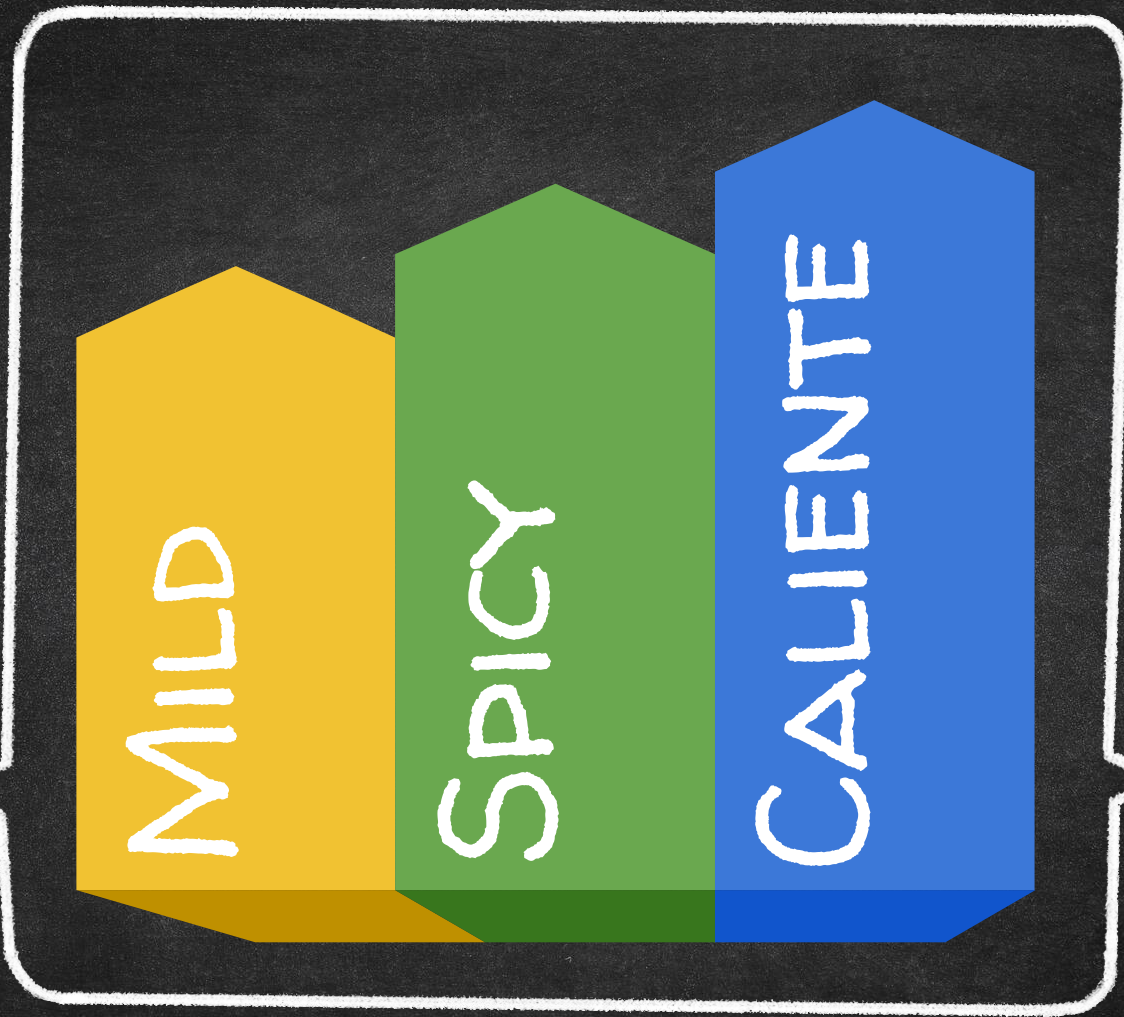
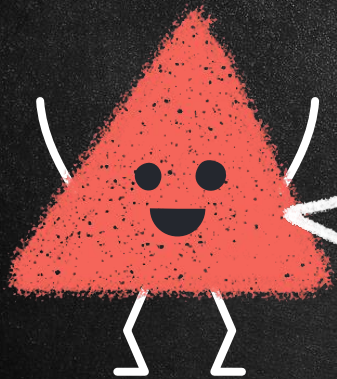
Checklist:

- ☐ Use entities to transform objects
 - ☐ Translation
 - ☐ Rotation
 - ☐ Scaling
 - ☐ Include comments in code to highlight transformations
- 

Example Comment in Code

```
45      <!-- This object has been translated on the x axis  
      and the z axis. It was also rotated on the y axis -->  
46  <a-entity position="5 0 -5" rotation="0 45 0">
```





HOW?

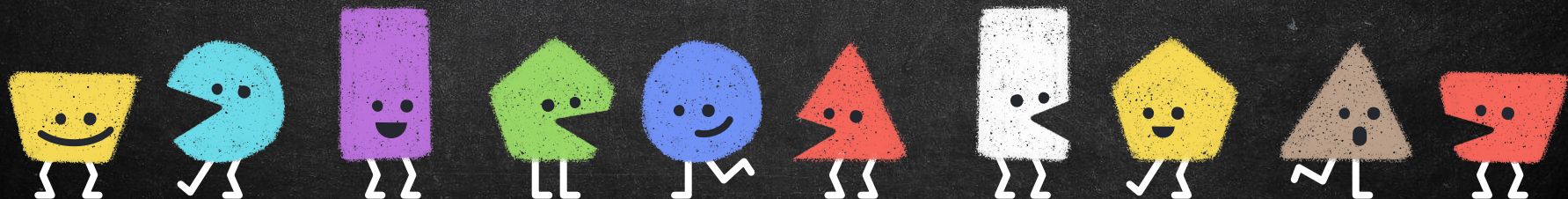
COMPLETE ONE OF
THESE!

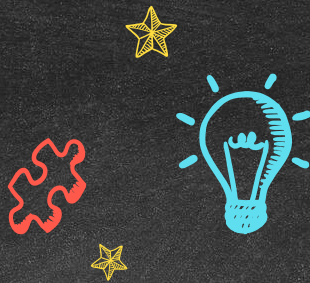


How to Build an Object and Use the Entity Component PDF

MILD

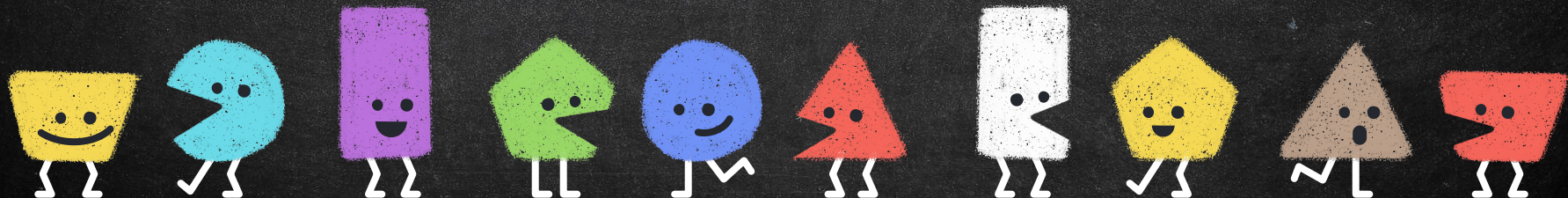
- Use the starter code to transform the entity: show translation, rotation, and scaling
- Add comments in your code to highlight the transformation





SPICY

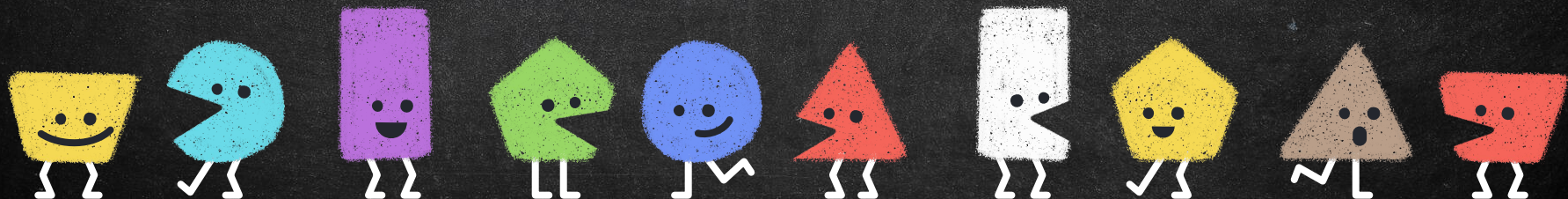
- Create your own object in an entity and transform it: show translation, rotation, and scaling
- Add comments in your code to highlight the transformation





CALIENTE

- Use transformations to recreate this beach scene!
- Add comments in your code to highlight the transformation

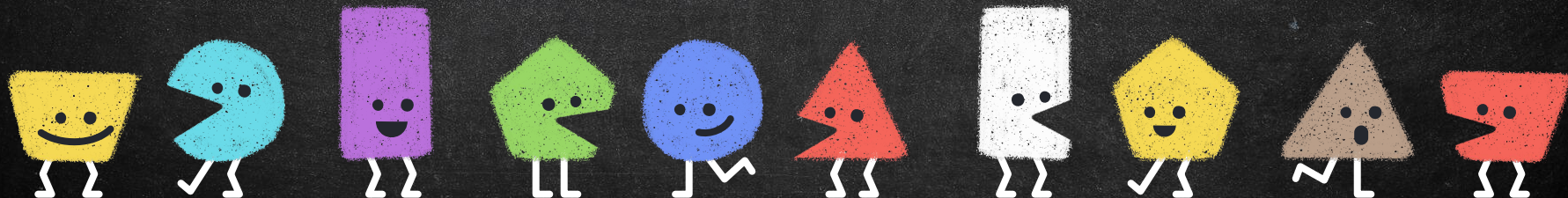
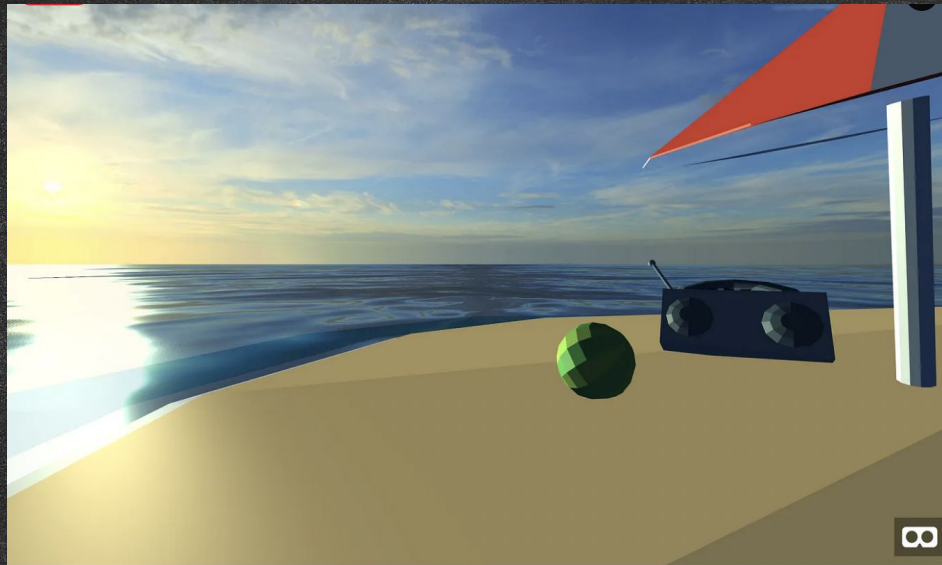




CALIENTE



- Beach Scene



HOW DO I SUBMIT MY WORK?

- Provide the Replit link in the README.org file of your graphics_3d folder
- Make sure your code has comments to show the transformations!

