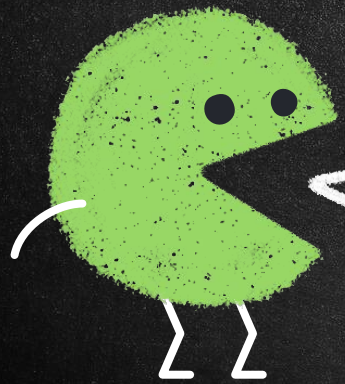
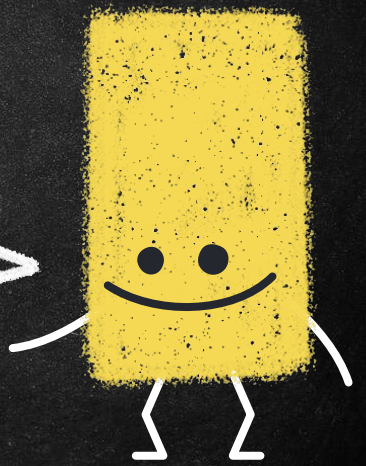
GRAPHICS,
homework



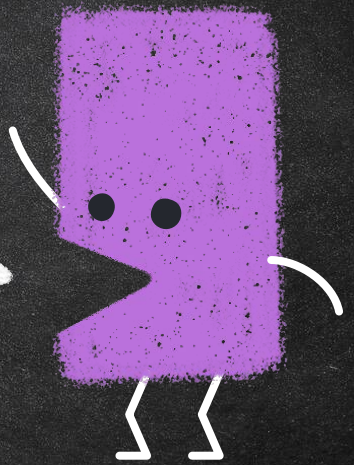


Link to Pre-Work

Create a scene that uses AFrame that demonstrates transformations.

Use entities to show the following:

- ❑ Translations
- ❑ Rotations
- ❑ Scaling

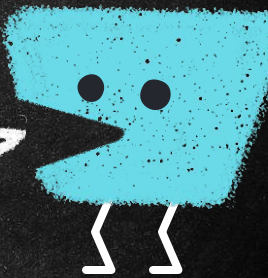


Task

What are the requirements for this assignment?

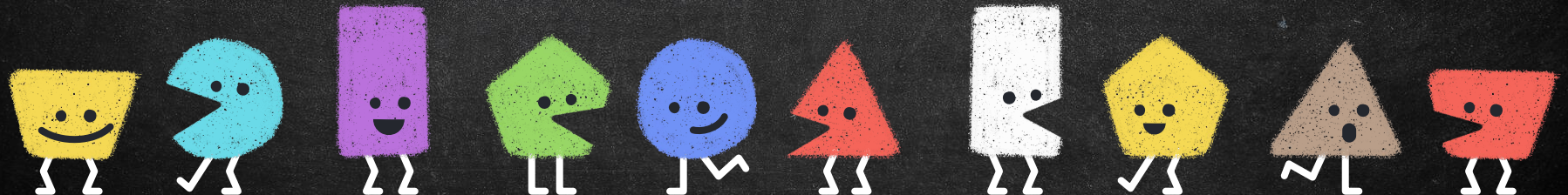
Checklist:

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



Example Comment in Code

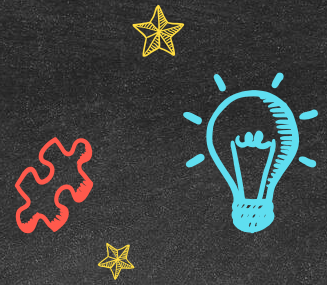
```
45        <!-- This object has been translated on the x axis
    and the z axis. It was also rotated on the y axis -->
46        <a-entity position="5 0 -5" rotation="0 45 0">
```



HOW?

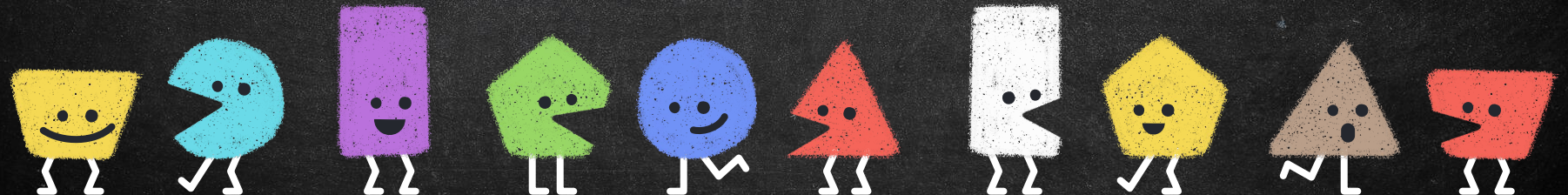
Complete one of these!

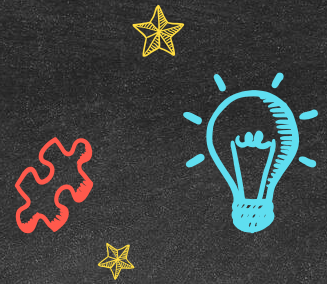
How to Build an Object and Use the Entity Component PDF

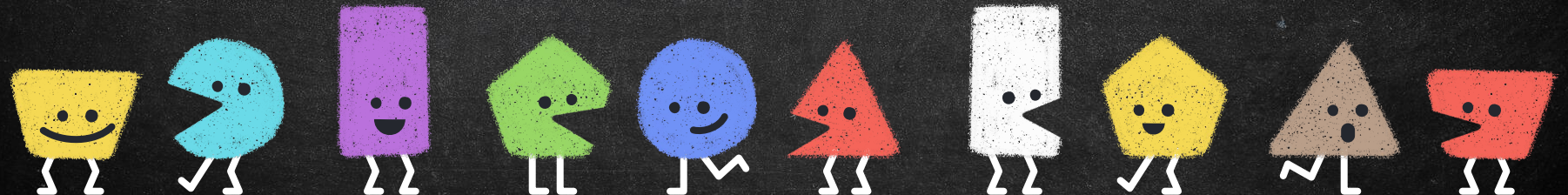


MILD

- 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