Async:
Post in CS Topics Async Channel

- Find an article or video that shows how 3D graphics are used in movies and in other applications. Based on the article, explain how you would incorporate this information into a lesson for 3D graphics.
- https://www.npr.org/2010/11/19/131447068/untangling-the-hairy-physics-of-rapunzel I thought this was a great vantage point for this topic as it emphasizes the importance of building an engine that allows for the production of many movies involving lots of movement. I would incorporate topics such as the movement and how it displays weight. I currently have a mini-unit for CSS animations and would include this podcast as a discussion to make motion seem more realistic.

Homework:

1. From the code along we did in class, starting on line 91, finish connecting the points to complete the cube.

Please reference file code_along.py in this repo

2. Based on the starter code, you are to create a 3D graphic of your choice. It cannot be a cube, however, it can be any other shape of your choice (triangle prism, rectangular prism, etc)
    a. Use the table below to help you find your points (you do NOT need to fill in the whole chart)
    b. The program will automatically do the conversion for you
    c. You can also use the Geogebra to also help figure out your Start points

Please reference file homework.py in this repo

Old point (x,y,z)	Starting point x [1,0,0] + Starting point x [0,1,0] + Starting point x [0,0,0]]	New Point
Ex: (1,1,1)	(1,1,1) (1,0,0)= (1,0,0) + (1,1,1) (0,1,0) = (0,1,0) + (1,1,1)(0,0,0) = (0,0,0)	(1,1,0)
0,1,0	(0,1,0) (1,0,0)= (0,0,0) + (0,1,0) (0,1,0) = (0,1,0) + (0,1,0)(0,0,0) = (0,0,0)	0,1,0

1,-1,1	(1,-1,1) (1,0,0)= (1,0,0) + (1,-1,1) (0,1,0) = (0,-1,0) + (1,-1,1)(0,0,0) = (0,0,0)	1,-1,0
-1,-1,1	(-1,-1,1) (1,0,0)= (1,0,0) + (-1,-1,1) (0,1,0) = (0,-1,0) + (-1,-1,1)(0,0,0) = (0,0,0)	1,-1,0
0,-1,-1	(0,-1,-1) (1,0,0)= (0,0,0) + (0,-1,-1) (0,1,0) = (0,-1,0) + (0,-1,-1)(0,0,0) = (0,0,0)	0,-1,0