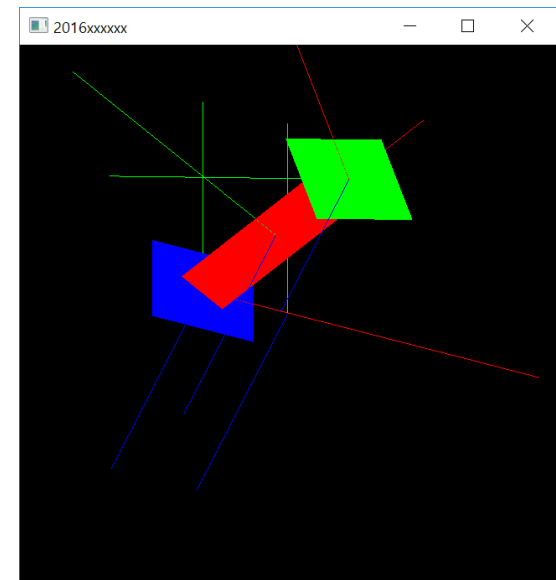


Daily Assignment 9

- Starting from today's matrix stack example code,
- Add a green arm** at the end of the red arm, and **rotate the green arm about its local z axis** *like the live demo*.
- Also render **local frames** of the blue base, red arm, green arm using **drawFrame()** from today's lecture slides.
- The blue base, red arm, green arm should be rendered using **drawBox()** from today's lecture slides.
- Set the window title to your student number.**



```

def render(camAng, count):
    # ...
    # edit here
    # draw the global frame
    drawFrame()

    # blue base transformation
    glPushMatrix()
    glTranslatef(-.5+(count%360)*.003, 0, 0)
    drawFrame()

    # blue base drawing
    glPushMatrix()
    glScalef(.2, .2, .2)
    glColor3ub(0, 0, 255)
    drawBox()
    glPopMatrix()

    # red arm transformation
    glPushMatrix()
    glRotatef(count%360, 0, 0, 1)
    glTranslatef(.5, 0, .01)
    drawFrame()

    # red arm drawing
    glPushMatrix()
    glScalef(.5, .1, .1)
    glColor3ub(255, 0, 0)
    drawBox()
    glPopMatrix()

```

```

# green arm transformation
glPushMatrix()
glTranslatef(.5, 0, .01)
glRotatef(count%360, 0, 0, 1)
drawFrame()

glPushMatrix()
glScalef(.2, .2, .2)
glColor3ub(0, 255, 0)
drawBox()
glPopMatrix()

glPopMatrix()

glPopMatrix()

glPopMatrix()

```