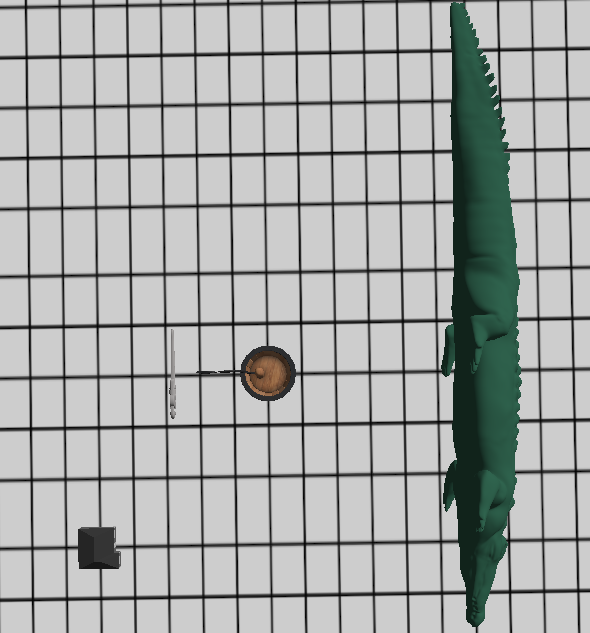
Graphics Project – COSC3000 2024 S1

*By Joy Yin – s4740051*

**Displaying 3D Objects:**

* Python was used to display the objects and perform transformations.
* Added a flag object that will not be transformed from the starting position as a ***reference point*** to demonstrate the transformations performed on other objects.
* The ‘ground’ in this world is represented with the grid.

Beginning Position:

**** A cartoon of a crocodile on a grid

Description automatically generated**A cartoon of a bucket and a flag on a tile floor

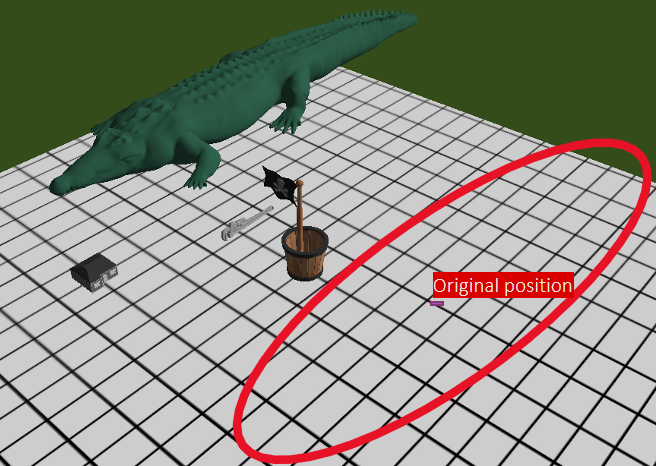
Description automatically generated** A frog on a tile floor

Description automatically generated

Figure 1: Beginning position Bird’s EyeView

Rotating Crocodile:

* The first attempt used the make\_rotation\_x() function but this rotated the crocodile around the origin point (flag), which meant that it did not rotate in its place.
* As such, a new transformation function was created to rotate the object around a specified point



A screen shot of a computer program

Description automatically generated

**APPENDIX:**

APPENDIX 1:

APPENDIX 2: