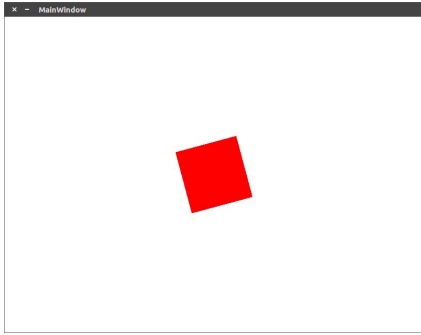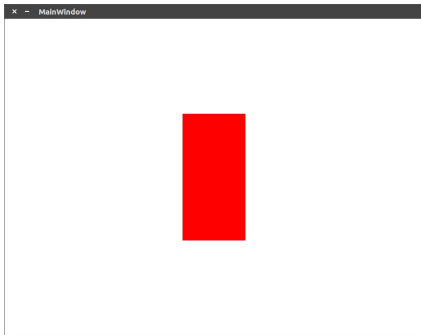# CG Assignment 2
-By Kushagra Arora
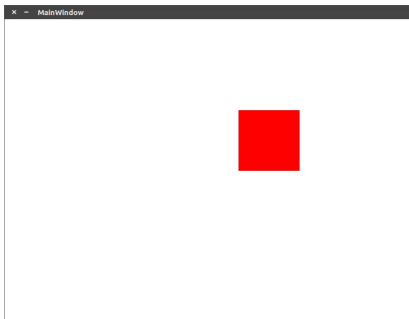## 2015049

1. Rotation:
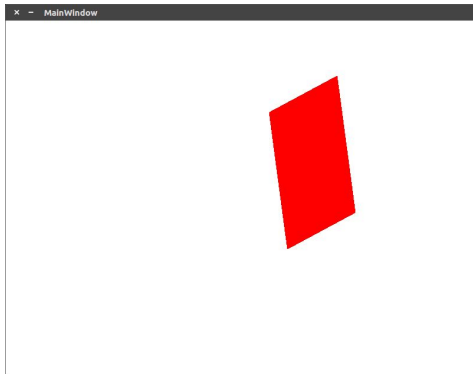

Scaling:

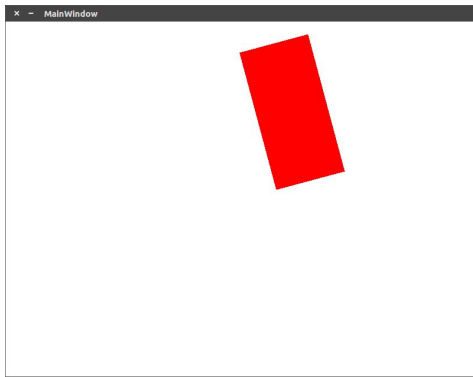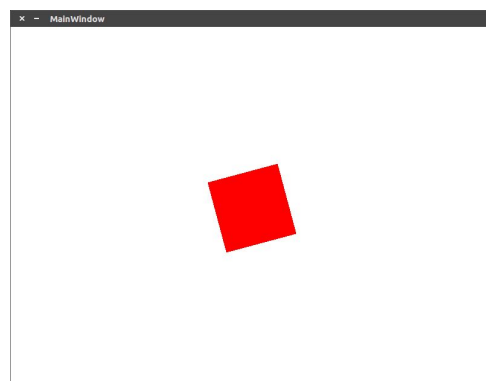

Translation:

2. <a, b, c>
   - Using both lookAt functions

<c, b, a>

3. Using myLookAt() function vs glm::lookAt()
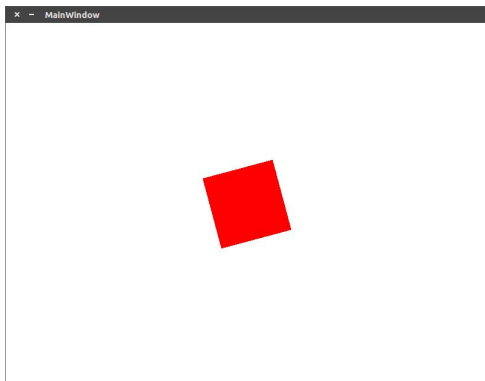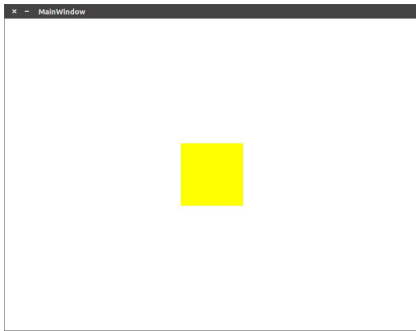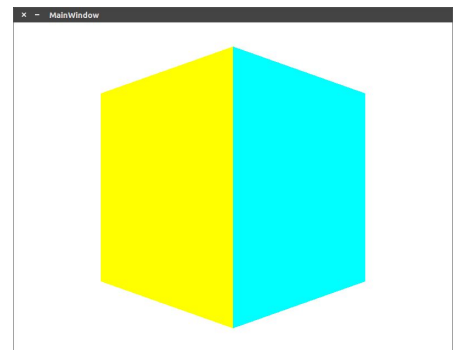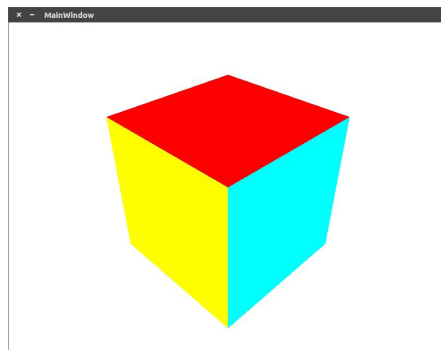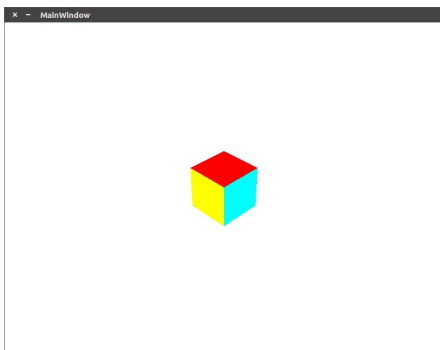
4. Orthographic projection
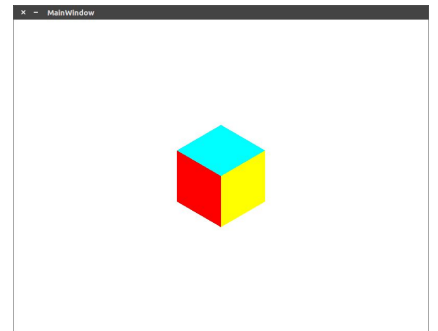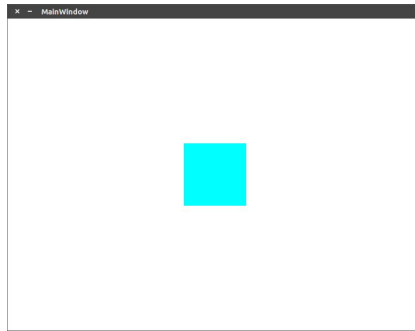
Perspective projection

5. Torus : code written but no image being generated.