graphics notes 3/14/16

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$x_0 = shape_x(0)$
$y_0 = shape_y(0)$
for $t : .1 \rightarrow 1$
   $x = shape_x(t)$
   $y = shape_y(t)$
   add_edge$(x_0, y_0, x, y, \text{edges})$
   $x_0 = x$
   $y_0 = y$

include a Parser Script, Example:

```
line
100  0  0  100  0  100
line  0  100  0  0  100  100
display
ident
scale
1.5  1.5  1.5
apply
display
translate
100  100  0
apply
display
ident
zrotate
20
xrotate
20
yrotate
−20
```