

3D renderer example images

-2.00



-1.00



s[0] = scale
0.00



1.00



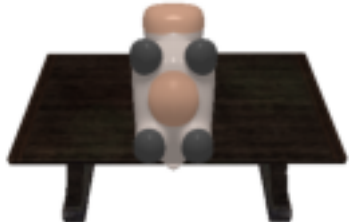
2.00



-2.00



-1.00



s[1] = x-rotation
0.00



1.00



2.00



-2.00



-1.00



s[2] = y-rotation
0.00



1.00



2.00



-2.00



-1.00



s[3] = z-rotation
0.00



1.00



2.00



-2.00



-1.00



s[4] = x-translation
0.00



1.00



2.00



-2.00



-1.00



s[5] = y-translation
0.00



1.00



2.00



-2.00



-1.00



s[6] = z-translation
0.00



1.00



2.00

