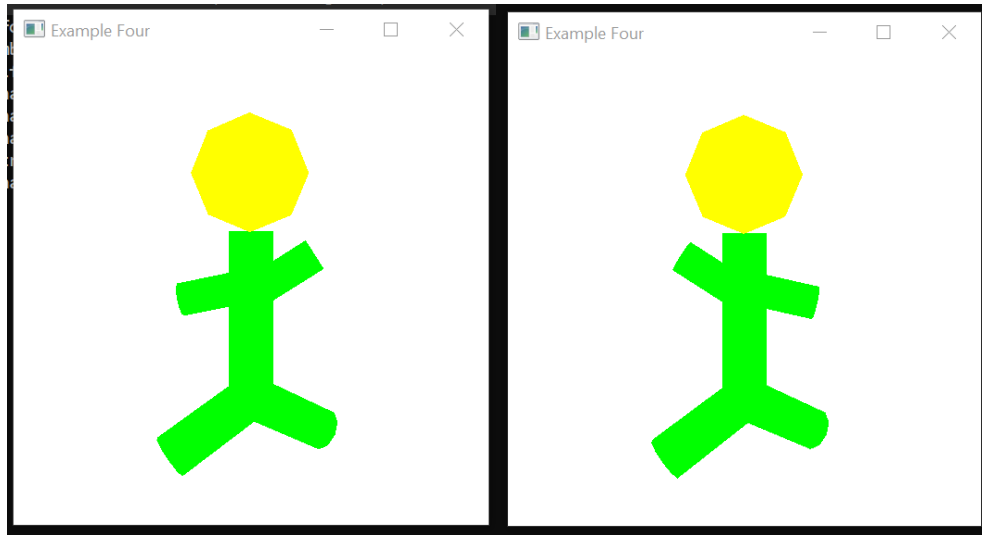


## Lab 3



```
/* draw the right arm */
matrixStack.push(model);
model = glm::translate(model, glm::vec3(-0.1, 0.0, 1.0));
model = glm::rotate(model, walk, glm::vec3(0.0, 1.0, 0.0));
model = glm::rotate(model, -1.0f, glm::vec3(0.0, 1.0, 0.0));
glUniformMatrix4fv(modelLoc, 1, 0, glm::value_ptr(model));
glBindVertexArray(arm->vao);
glBindBuffer(GL_ELEMENT_ARRAY_BUFFER, arm->ibuffer);
glDrawElements(GL_TRIANGLES, arm->indices, GL_UNSIGNED_SHORT, NULL);
model = matrixStack.top();
matrixStack.pop();
```