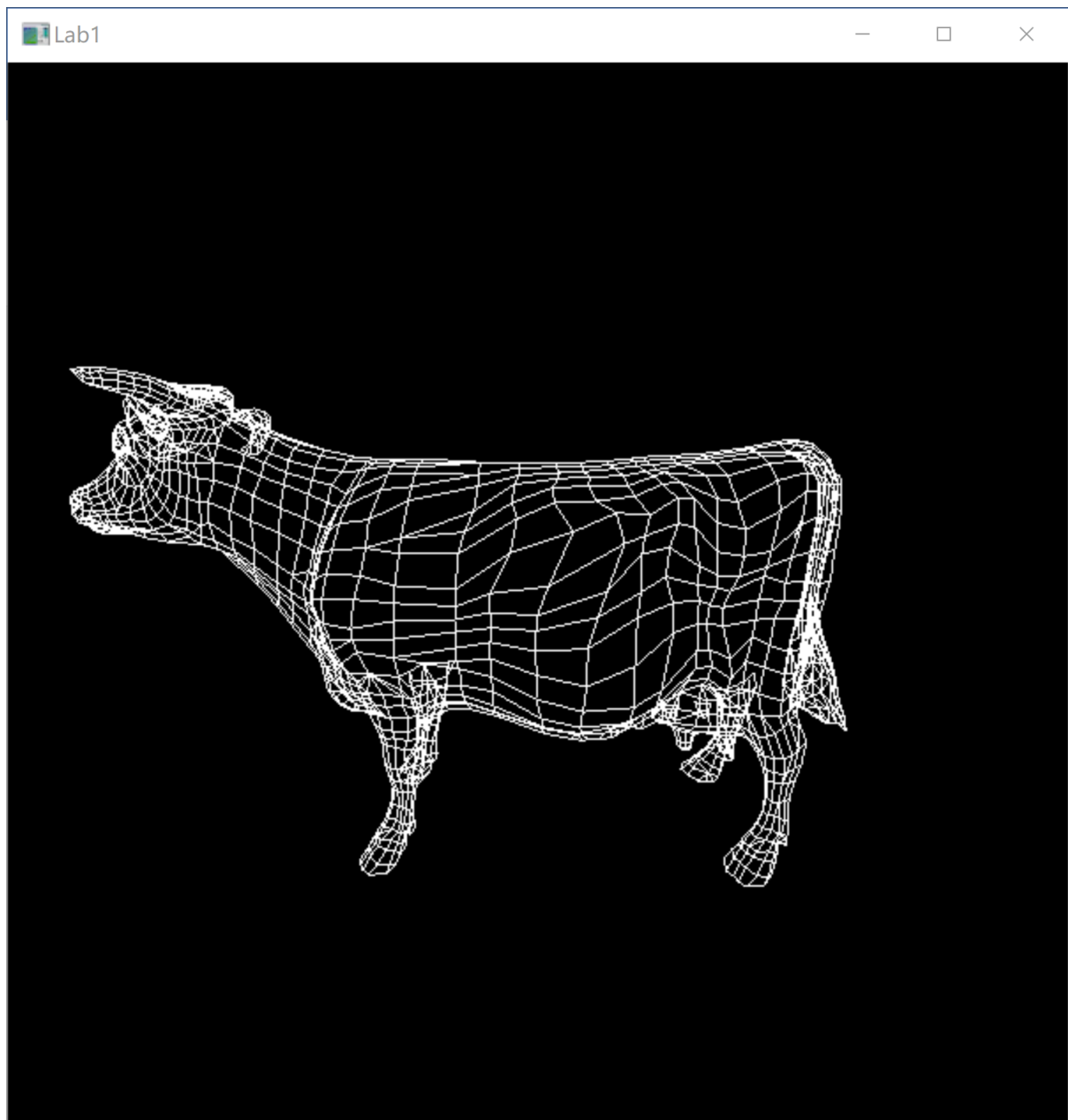WindowSize 600X600
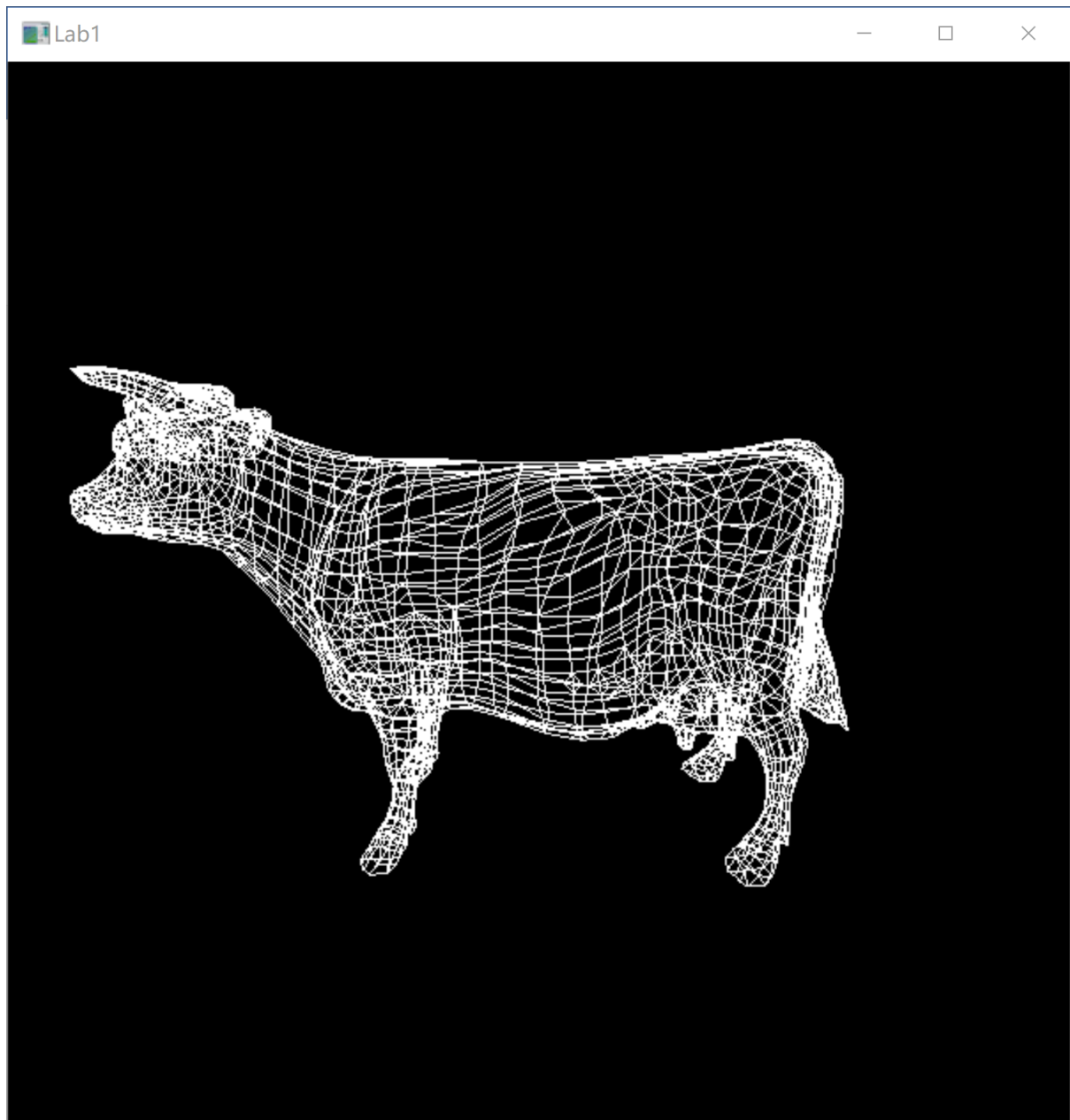
Cow.d
`MyVector` C = { 0, 2, 7};
`MyVector` pref = { 0, 0, 0 };
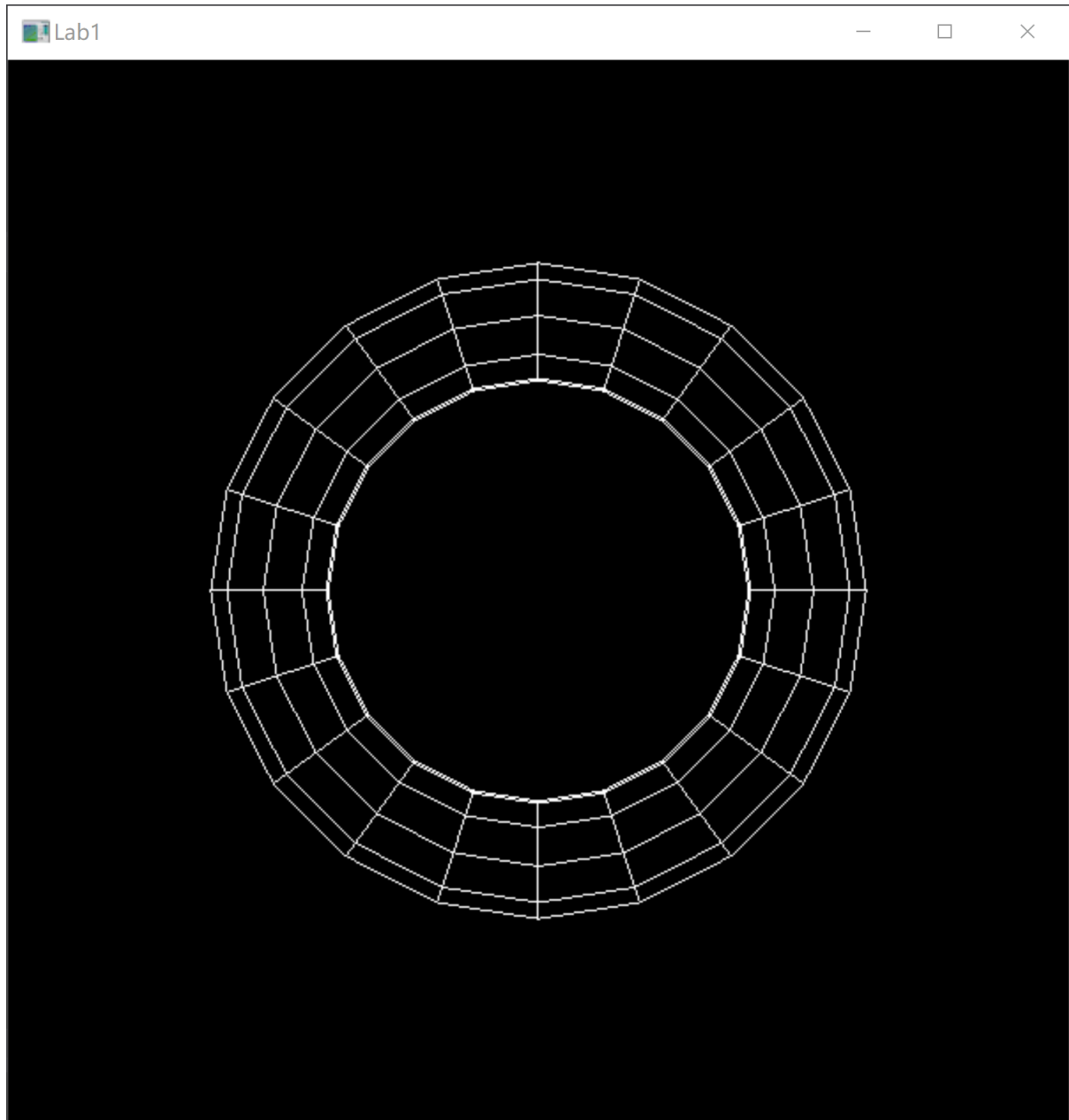`MyVector` Up = { 0, -1, 0};
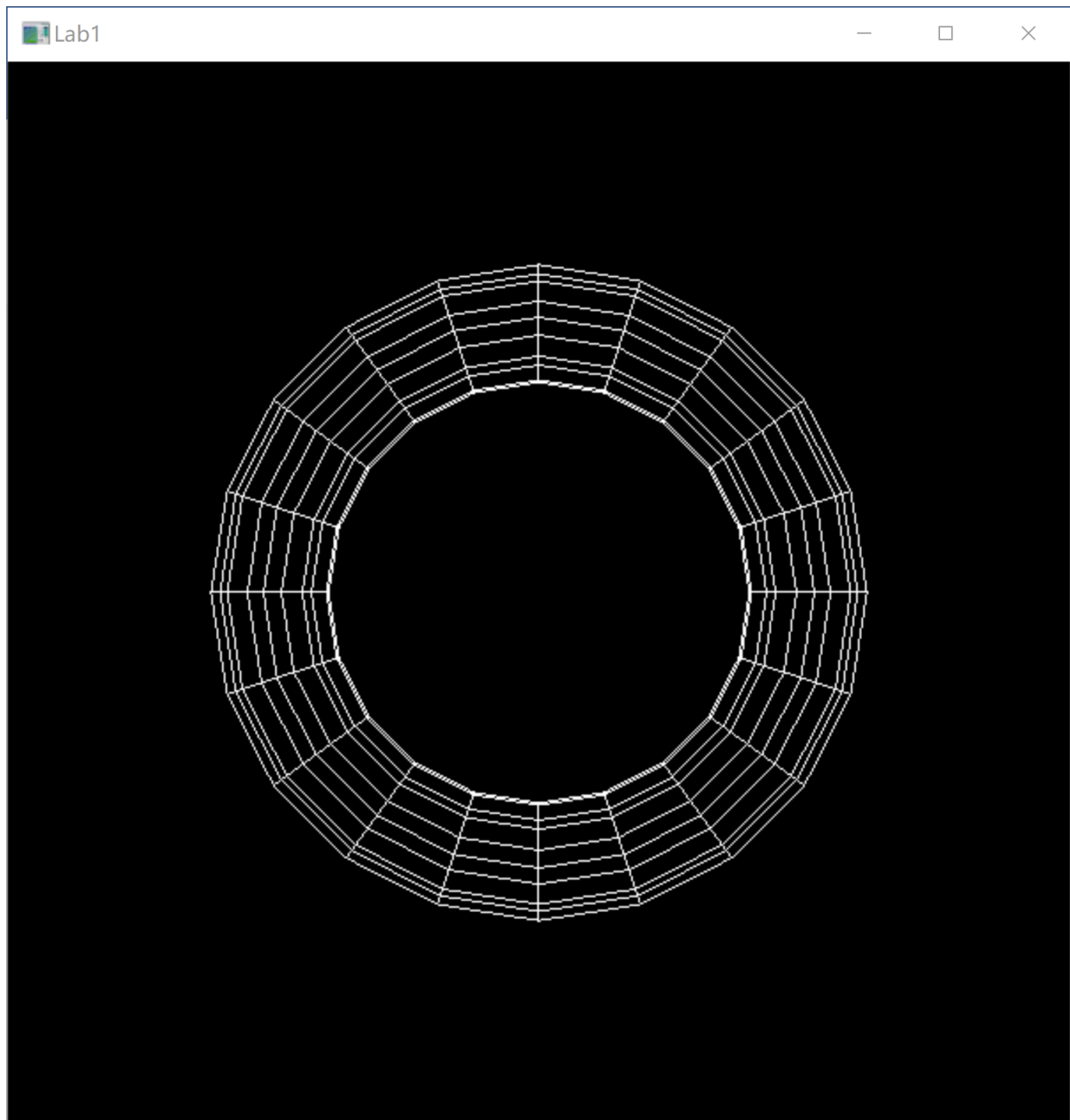
With back-face culling

Without back-face culling

Donut.d

```
MyVector C = { 0,1,0};
MyVector pref = { 0,0,0 };
MyVector Up = { 0,0, 1};
```
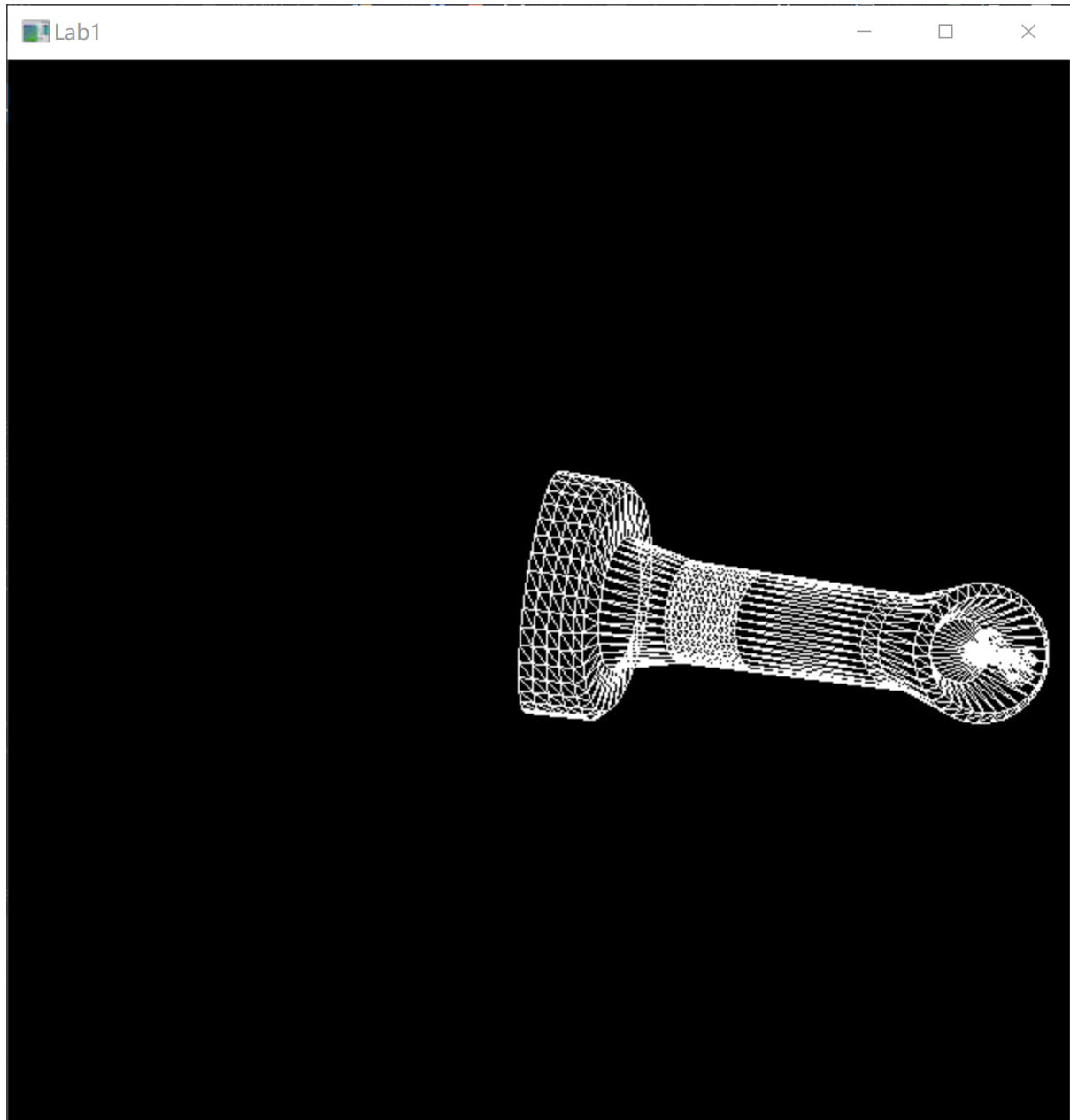
With back-face culling

Without back-face culling

King.d

```
MyVector C = { 5,-5,-1};
MyVector pref = { 0,0,0 };
MyVector Up = { 0,-1,0};
```

With back-face culling

Without back-face culling

Use Class MyVector to store vertex coordinates and vectors, and use Clss Matrix for coordinate transformation.

Use Class vertices and Class polygons to store all the vertices and polygons. After converting the coordinates to the perspective stage, determine if a polygon is visible by calculating the normal vector.

Set the Camera/screen parameters with global variables.