**Project 8 Rotating a platonic solid with OpenCV**

Name: \_\_\_\_\_Michael Fatemi\_\_\_\_\_\_ Period: \_\_\_7\_\_\_ Date: \_\_\_\_5/21/2021\_\_\_\_

Did you name your file l081.cpp (Lower case L, then 081)? \_\_Yes\_\_

Does your file compile & run on terminals? \_\_Yes\_\_

Did you use a rotation matrix? \_\_\_\_\_\_Yes\_\_\_\_\_

You did rotation around what? \_\_\_\_\_\_Z axis\_\_\_\_\_

Did you do orthographic rendering? \_\_\_\_\_\_No\_\_\_\_\_

Did you do a perspective rendering? \_\_\_\_\_\_Yes\_\_\_\_\_

What is the position of the eye you used? \_\_\_\_\_\_(-5, 0, 0)\_\_\_\_\_

What is the plane of the screen you projected on? \_\_\_\_3 units in front of the camera\_\_\_\_\_\_\_

Did you name your video rotation.avi? \_\_\_\_\_Yes\_\_\_\_\_\_

What functions/methods from OpenCV did you use?

cv::VideoWriter, cv::Mat, cv::line(), cv::Scalar

What functions/methods from OpenCV did you experiment with but ended not using?

I ended up using all the methods I had experimented with

Obs.: feel free to rotate any platonic solid, around any line, and you may put the position of the screen/viewing window in any place as long as the rotating platonic solid can be seen reasonably.