**Project 8 Part 2 Rotating a platonic solid with OpenCV (perspective)**

Name: Ram Reddy Period: 4 Date: 05/04/2022

Did you name your file l082.cpp (Lower case L, then 082)? Yes

Does your file compile & run on terminals? Yes

Did you use a rotation matrix? Yes

Did you start from the coordinates I provided for the cube?? Yes

Describe here in words all the transformations you applied to vertices, for each describe how you implemented it in your code (by multiplying with a matrix, what was the matrix, or by adding a matrix, what was that matrix… be specific):

Describe in words the rotation you did:

Did you use homogenous coordinates? No

(that allows you to combine all transformations into one matrix)

Did you combine all those transformations into one single matrix? Yes

If you used only one transformation matrix, what was it?

What functions/methods from OpenCV did you use?

I used

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

I kept all methods and functions that I experimented with.

Did you do a perspective rendering? Yes

What is the position of the eye you used? \_\_\_\_\_\_\_\_\_\_\_

What is the plane of the screen you projected on?

Did you name your video rotation.avi? Yes

What functions/methods from OpenCV did you use?

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

I kept all methods and functions that I 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.