Assignment 3: Transformation and Projection
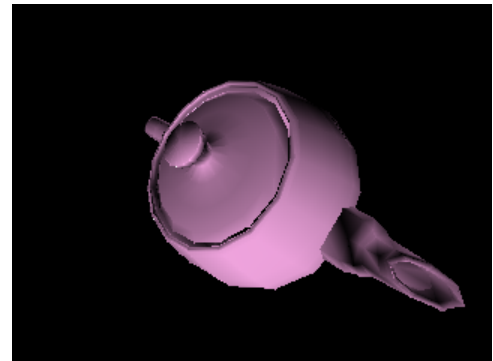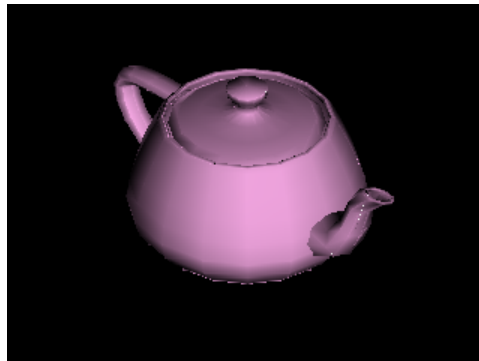
- Task: Integrate the transformation and projection to Gz lib

- Materials: **A lot**. Check HW3.pdf for some suggestions.
  - Homogenous coordinate
  - 3D transformations (rotation, translation, scaling)
  - Projections (lecture slides)

- Deadline: **April 3, 2020 at 23:59**

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- Pipeline: