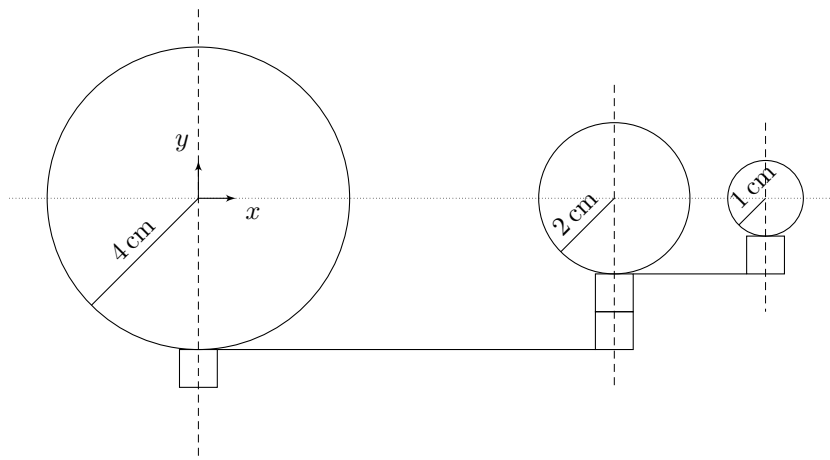## EXERCISE 2

1. Advanced Scene Graph
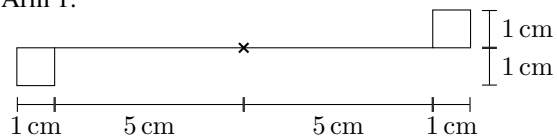
Consider the following scene:

The spheres and arms can rotate around the dashed axes.

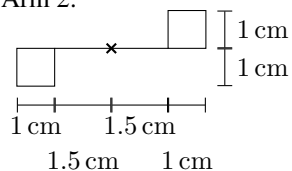Use the following parts as your building blocks:

- Sphere:

- Arm 1:

- Arm 2:

The cross indicates the origin of the local coordinate frame.

(a) Create the individual transformation matrices in order to create the above scene. Do not scale the arms.

(b) Create a scene graph for the above scene. Include information on how to compute the transformation matrices.