

### A03 – Move the starship (advanced)

In a similar way to what was done in the previous exercise, The WebGL application contained in file `index.html`, wants to perform 4 more transformations using the code written in file `move.js`.

If you see the code in `move.js`, you will see that all transforms are initialized to the identity matrix (which performs no transform). Your goal is to modify such matrices to obtain the desired effect.

As for the previous assignment, if you open `index.html` in Google Chrome or in some other WebGL supported browser, you will see at top of the page the requested transform, and a wireframe view of the wanted result. If you press space, it will add a filled view of the ship using the transform you supplied in the file `move.js`. If the two ships match (wireframe and solid), you done it right! You can press space and move to the next transform.