

1. draw a 2D cube using midpoint line drawing or GL_LINES.
2. Rotate the cube 45 degrees with respect to the origin (no composite transformations needed)
 $x' = x \cos(\theta) - y \sin(\theta)$
 $y' = x \sin(\theta) + y \cos(\theta)$
3. show the rotation using the simple animation shown in class (rotate 3 degrees at a time)

