

**CSI 422**  
**Computer Graphics Lab**  
**Assignment 1**  
*Modeling Transformation*  
*Marks : 20*

1. Run the exe file inside *bin/Debug* Folder
2. Don't change any value of global variables except ***directionOfBall***
3. For *directionOfBall* change its value if required. If your last digit of your id is *even*, the *direction* will be *up* first. Otherwise for the last digit of your id is an odd direction will be *down* first. (2 Marks)
4. Add Modeling Transformation at line 122 to line 124 (8 Marks)
5. The rotation axis will vary with your student id.  
 $x = \text{last 3 digit of your id}$   
 $m = x \% 3$
6. If  $m = 0$ , rotation axis is x axis, if  $m = 1$ , rotation axis is y axis, if  $m = 2$ , rotation axis is z axis (2 Marks)
7. Add logic on *animate* function. (8 Marks)