

A04b – Axonometry

This assignment (start from file `index.html`) is similar to the ones in assignments 2 and 3. It requires to create a set of parallel projection matrices in file `axonometry.js`. The type of axonometry required each time, is specified in the comments of file `axonometry.js`. By pressing the space bar, you can check whether your matrices matches the correct solution.

In this exercise you are allowed to use a library function to create a parallel projection matrix, as well as computing basic transform matrices and perform operations with them. For example, the library **utils.js**, which is already included in the project, and which was presented in assignment 3, exposes the following function:

`utils.makeParallel(w, a, n, f)`

- returns the a parallel projection matrix, with screen half-width in world space w , aspect ratio a , near plane at distance n , and far plane at distance f .