Assignment 2 was fun to get some experience with rotation and translation involving 3-dimensional objects. For part 1 of this assignment I made 4 shapes. I first made a pyramid, (part1a) with a square base, the second shape was a Dimpled Cube(part1b) with a blue/red color scheme. The third object was a Octagon(part1c) and the last part was a tetrahedron(part1d) The first 2 had set colors for all of the faces, while the last two had interpolated colors. For the second part of this assignment, I took part1a, and froze it without rotation. I added a x and y translation text field, followed by a z rotation and apply button. I would like to create buttons to move right and move left, but after consulting with a couple class members before class it sounded like this was the direction to go. For part 3 of the assignment I placed my pyramid, my dimpled cube, and my octagon on a frame, and added the same scale and rotation to all. This was kind of fun and satisfying to look at once it was done.