

Computer Graphics Lab
(2017-18)
Lab Assignment #5

Time: 1hr 30 min

1. Write a program to perform a series of transformations on a 30×30 square whose centroid lies at $(-20, -20, 0)$ and that is contained in the xy plane. Use OpenGL matrix operations to perform the transformations. The square should first be reflected in the x axis, then rotated counterclockwise by 45° about its center, then sheared in the x direction by a value of 2. **(Do not use inbuilt functions to perform transformations)**