2. Applying `glRotatef(-45,0,0,1)` to the polygon produces which final output:

A.

B.

C.

D.

E.
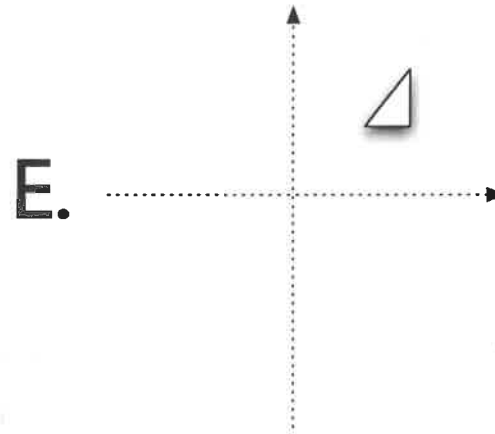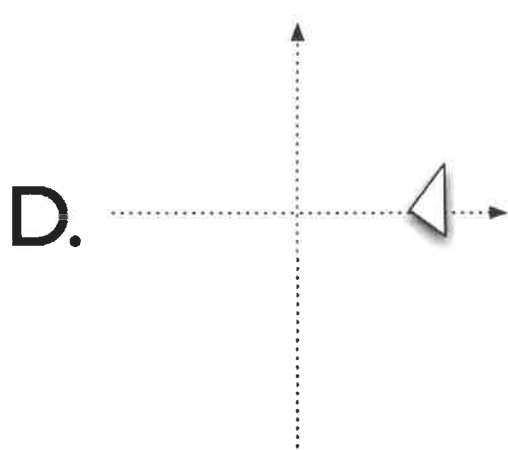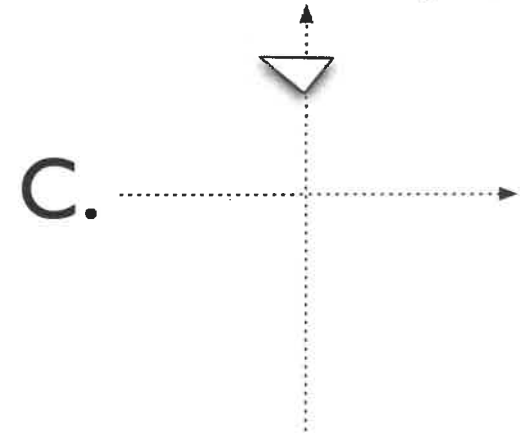
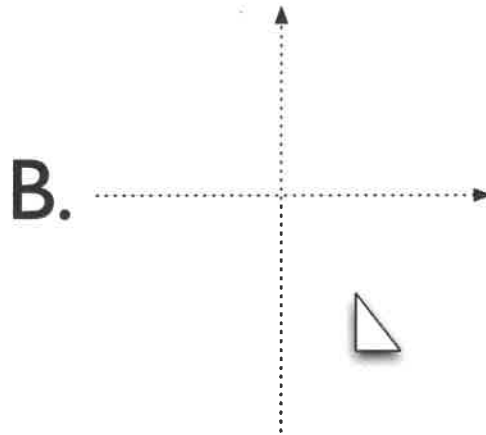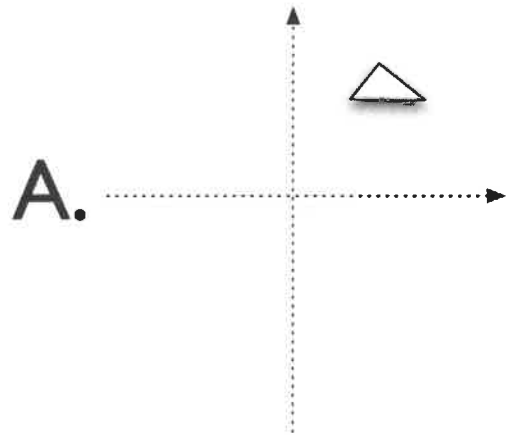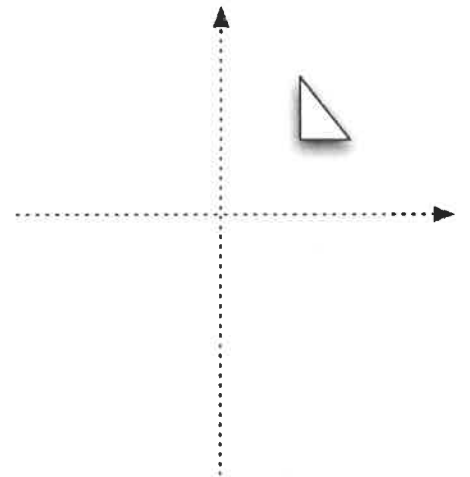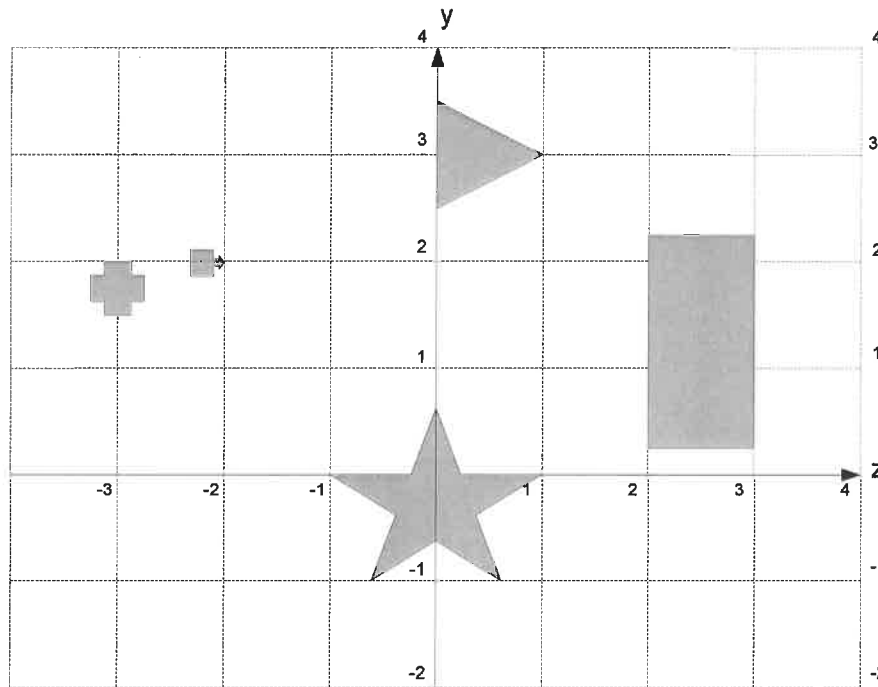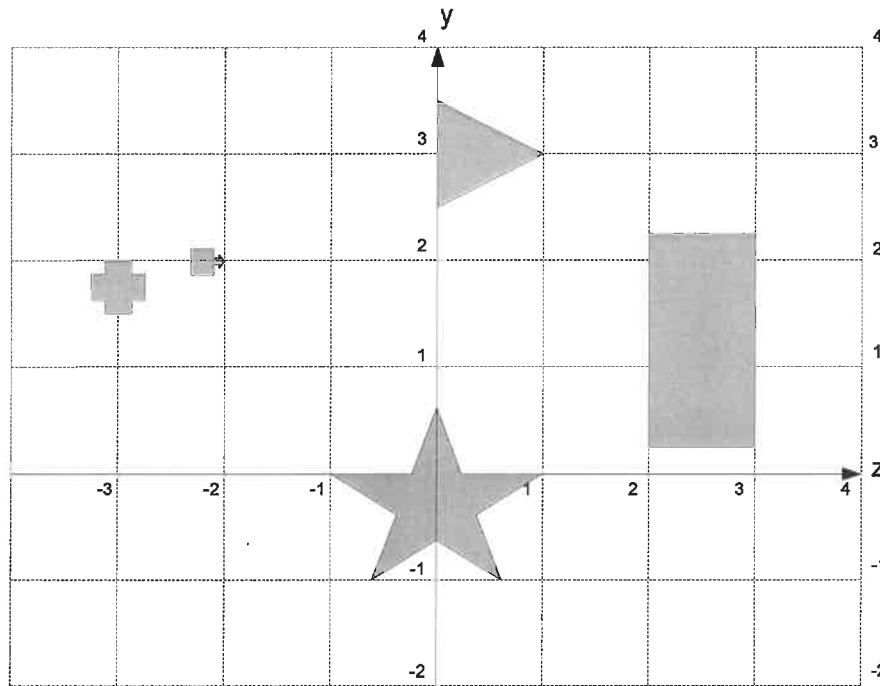2. Now that you got question 1 correct, which objects will appear (either entirely or partially) in the rendered scene for a camera located at $(x,2,-2)$ looking at $(x,2,0)$ for a viewing volume defined by

$$glOrtho(x,x,-1,1,-2,3)$$

A. Star only

B. Star and Rectangle only

C. Triangle and Plus only

D. Triangle, Plus, and Rectangle only

E. All of the objects

3. Since you still got question 1 correct, which objects will appear (either entirely or partially) in the rendered scene for a camera located at $(x,2,-2)$ looking at $(x,2,0)$ for a viewing volume defined by

$$glFrustum(x,x,-1,1,1,5)$$

A. Star only
B. Star and Rectangle only
C. Triangle and Plus only
D. Triangle, Star, and Rectangle only
: All of the objects