Matrix multiplication

Vector dot product

Translation – 3D

Scaling – 2D

Scaling – 3D

Rotating – 2D – CCW

Rotating – 2D – CW

Rotating – 3D – CCW

Rotating – 3D – CW

Coordinate System Transformation

Surface normal calculation

Bernstein Polynomial/de Castelijau algorithm

Shading model

where,

where,

where,