OpenGL Transformation Matrix Example

```
glMatrixMode( GL_MODELVIEW );
glLoadIdentity();
```
Current Transformation Matrix: $\boxed{M_1 = I}$

```
glRotatef(angle_in_degrees, x, y, z);
```
Current Transformation Matrix: $\boxed{M_1 = IR}$

```
glPushMatrix();
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_2 = IR \\ \hline M_1 = IR \end{array}}$

```
glScalef(x, y, z);
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glPushMatrix();
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_3 = IRS \\ \hline M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glTranslatef(x, y, z);
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_3 = IRST \\ \hline M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glPushMatrix();
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_4 = IRST \\ \hline M_3 = IRST \\ \hline M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glPopMatrix();
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_3 = IRST \\ \hline M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glPopMatrix();
```
Current Transformation Matrix: $\boxed{\begin{array}{c} M_2 = IRS \\ \hline M_1 = IR \end{array}}$

```
glPopMatrix();
```
Current Transformation Matrix: $\boxed{M_1 = IR}$