

ECE 761 - Homework #2

Rotation Matrices

1. Define a shape other than an arrow by defining the points of the object.

Using the program Display3D

- 2a) Determine the transform matrix that rotates about the X axis.
- 2b) Display this object as you rotate the camera about the X axis
- 2c) Display this object with a fixed camera angle and with the object rotating about the X axis

- 3a) Determine the transform matrix that rotates about the Y axis.
- 3b) Display this object as you rotate the camera about the Y axis
- 3c) Display this object with a fixed camera angle and with the object rotating about the X axis

- 4a) Determine the transform matrix that rotates about the Z axis.
- 4b) Display this object as you rotate the camera about the Z axis
- 4c) Display this object with a fixed camera angle and with the object rotating about the X axis