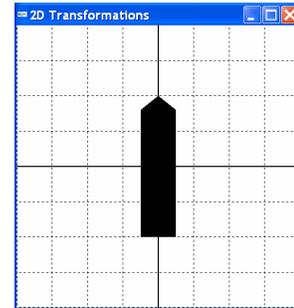


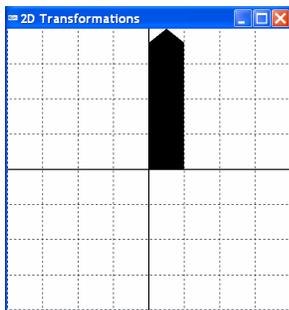
Copy the required files for this lab. Answer the following questions by modifying/running as needed. Do not modify `draw_grid()` or `draw_shape()`.

1. Initially, the shape does not appear because there are unreasonable values in the OpenGL modeling transformation calls (`glTranslatef`, `glRotatef`, `glScalef`). Change them so that the *identity* transformations for translation, rotation, and scaling are called. Your scene should look like this (grid squares are 0.25 units wide):

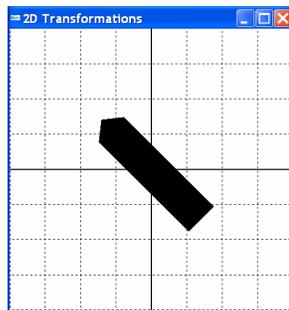


2. What is the minimal sequence of modeling transformations required to produce each of the following displays? List the correct sequence using these letters:

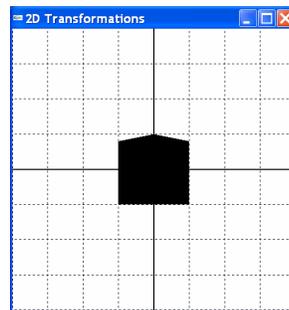
```
T = glTranslatef( 0.125, 0.5, 0 )
R = glRotatef( 45, 0,0,1 )
S = glScalef( 2, 0.5, 0 )
```



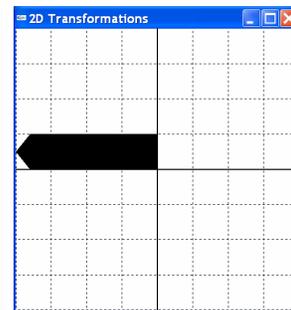
a. _____



b. _____



c. _____



d. _____

3. List a minimal sequence of calls to `glRotatef`, `glTranslatef`, `glScalef` and `draw_shape` that will produce this display:

