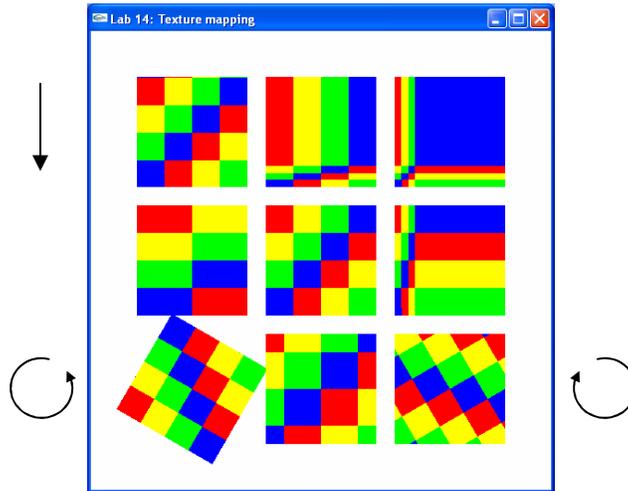
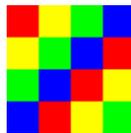


Using the code provided, produce the following display:



You must use this texture, only:



(it is included in the tarfile)

The variations result from texture mapping nine different quadrilaterals using an appropriate set of texture coordinate values and either `GL_REPEAT` or `GL_CLAMP` for texture wrapping. You must also use the appropriate transformation matrix to achieve these effects: the upper left texture is continuously translating, the lower right texture is continuously rotating, and the textured quadrilateral in the lower left is rotating.