

Homework #3 Practice

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Here is some practice with translation and rotation.

The first line of code must be:

```
size( 400, 400, P3D );
```

Then you can translate - use the three argument signature of translate:

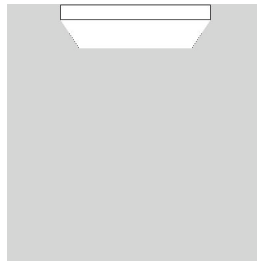
```
translate( x, y, z )
```

like this:

```
translate( translate( .5*width, .1*height, 0 ) ;
```

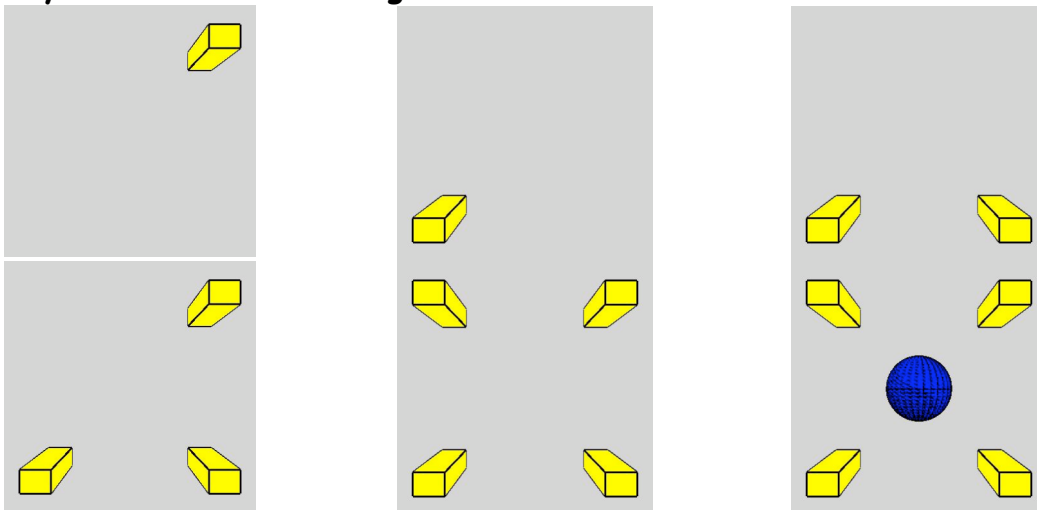
Then you can draw a sphere or box. Remember that there are two signatures for box. Practice with both:

```
box( 200, 20, 100 );
```



You can also use fill, noFill, stroke, noStroke and strokeWeight in 3-D.

Try to draw the following:



It may be easier for you to use the pushMatrix() / popMatrix() functions for each translation. In these examples the strokeWeight is set to 3. The part of Processing that does the computing and drawing does not always produce a good final product. We will discuss why in class.