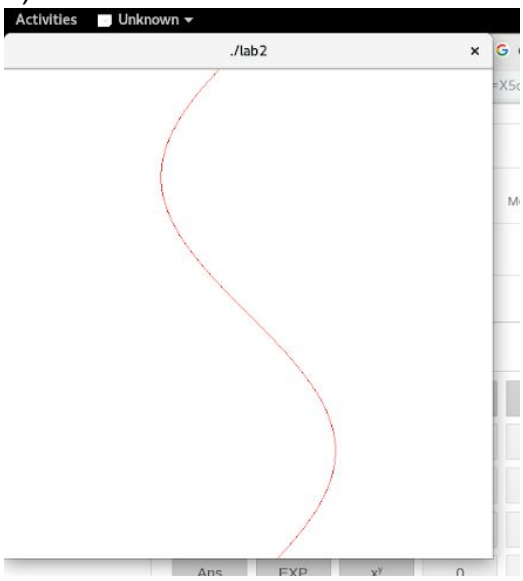
Aliyah Amy

1)



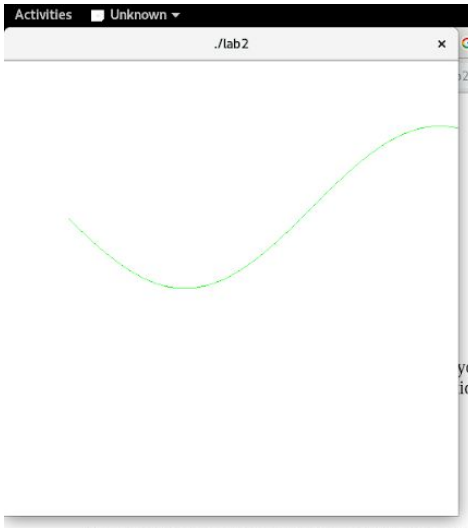
I got this by calling the sin function so my code looked like this and making a rotation matrix and altering the color in the lab2.frag and the code looks like this:

```
        vec4 v4;
        v4 = gl_Vertex;
        v4.y = (v4.x);
```

and

```
mat4 rotation = mat4 ( 0, -1, 0, 0,
                       1, 0, 0, 0,
                       0, 0, 1, 0,
                       0, 0, 0, 1);
v4 * v4 * rotation;
```

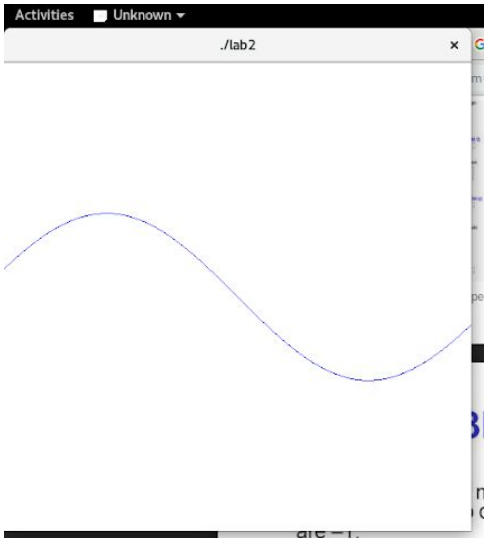
2)



I got this by making a translation matrix in the lab2.vert:

```
mat4 translate = mat4 (  1, 0, 0, 0,
                         0, 1, 0, 0,
                         0, 0, 1, 0,
                         1, 1, 0, 1);
```

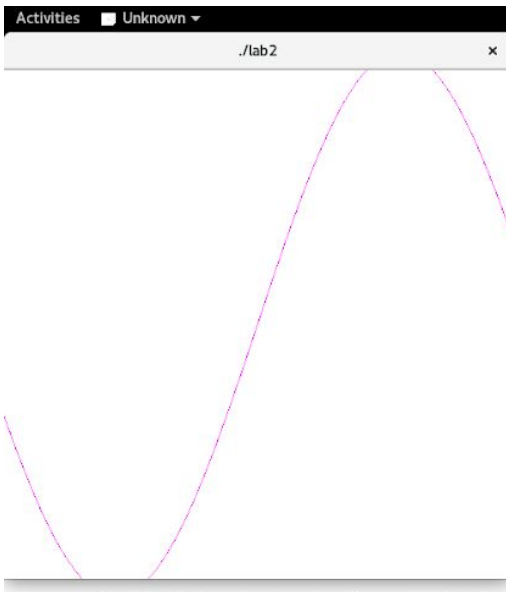
3)



I got this by altering the translate code yo look like this:

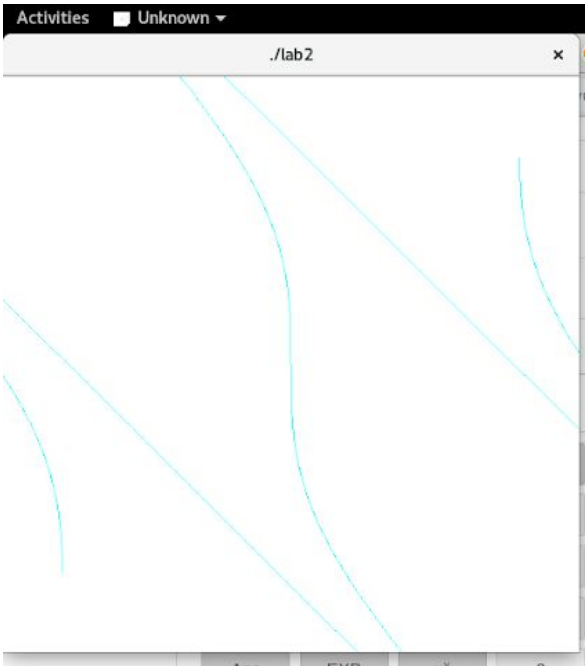
```
mat4 translate = mat4 ( -1, 0, 0, 0,
                         0, 1, 0, 0,
                         0, 0, 1, 0,
                         0, 0, 0, 1);
```

4)



I got this by making a scale matrix that looks like this:

```
mat4 scale = mat4 ( 1, 0, 0, 0,
                    0, 3, 0, 0,
                    0, 0, 1, 0,
                    0, 0, 0, 1);
        v4 = v4 * scale;
```



Here's me repeating the experiment with a tangent function instead of a sin function.

I learned a lot about vertex shaders and got a further understanding .frag and .vert work. I think I finished each part successfully so therefor I think I've earned 20 points.