I found a model that consisted of a table and two chairs.

I was able to achieve the flying camera effect by going to View > View Navigation > Camera Fly Mode.

I got a top down view by going to View > Top
With all objects selected, I warped them all by going to Object > Transform > Warp

I could scale them smaller or bigger by going to Object > Transform > Scale

They could be rotated by going to Object > Transform > Rotate
Summary:

This week's lab tasked us with finding 3D Graphic files on the internet that were saved in the Collada format. We used these files with the Blender program. After importing them in, we had to show different views and transformations of the model we found. I have provided the necessary steps and graphical outputs as well. I believe I have finished the whole lab successfully and shown all my work, therefore deserving 20 points.