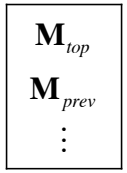
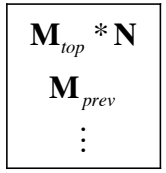
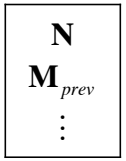
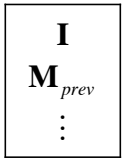
Matrix Operations and the "Current Matrix" Stack

<table>
<tr><th>Initial Contents of "current matrix" stack</th><th>perform one of the following thirteen operations</th><th>For any of these first eight, OpenGL will initially:</th><th>Final contents of "current matrix" stack</th></tr>
<tr><td rowspan="5"> 
</td><td>glRotate*
glScale*
glTranslate*
---
gluLookAt
---
glFrustum
glOrtho
gluOrtho2D
gluPerspective</td><td>create a matrix, N, to perform the specified transformation</td><td> 
</td></tr>
<tr><td colspan="2">glMultMatrix*(N)</td></tr>
<tr><td colspan="2">glLoadMatrix*(N)</td><td> 
</td></tr>
<tr><td colspan="2">glLoadIdentity( )</td><td> 
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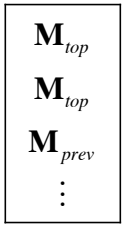
<tr><td colspan="2">glPushMatrix( )</td><td> 
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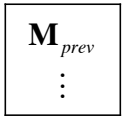
<tr><td colspan="2">glPopMatrix( )</td><td> 
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