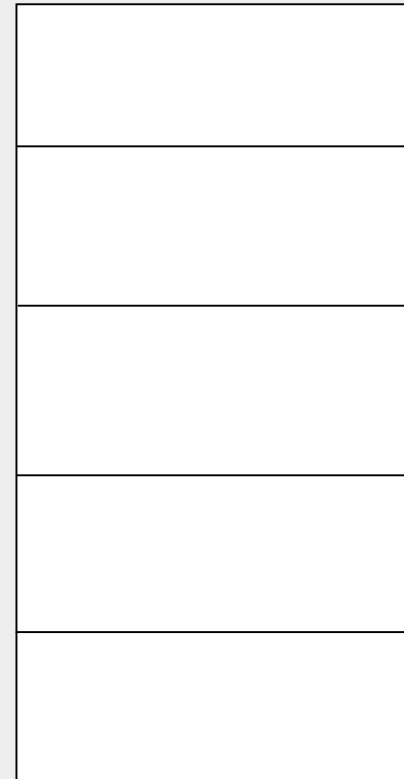


Books on a Table

```
LoadIdentity()  
PushMatrix()  
  Translate(2,1)  
  drawTable()  
PopMatrix()  
  Translate(1,1)  
  RotateZ(60)  
  drawBook()  
PopMatrix()  
PushMatrix()  
  Translate(-1,0)  
  RotateZ(-45)  
  drawBook()  
PopMatrix()  
PopMatrix()
```



Books on a Table

```
LoadIdentity()
```

```
PushMatrix()
```

```
Translate(2,1)
```

```
drawTable()
```

```
PushMatrix()
```

```
Translate(1,1)
```

```
RotateZ(60)
```

```
drawBook()
```

```
PopMatrix()
```

```
PushMatrix()
```

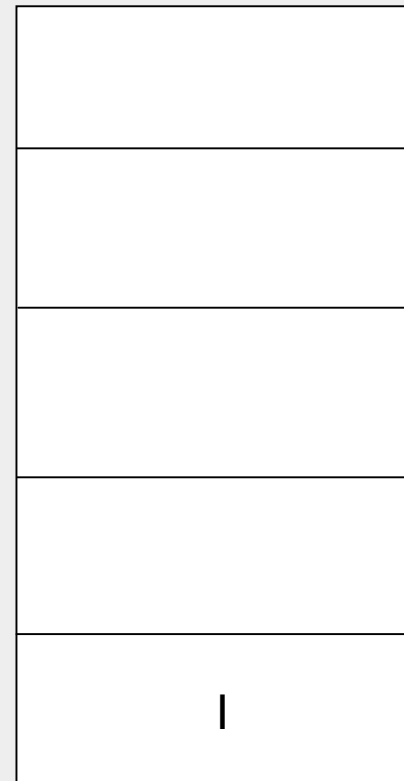
```
Translate(-1,0)
```

```
RotateZ(-45)
```

```
drawBook()
```

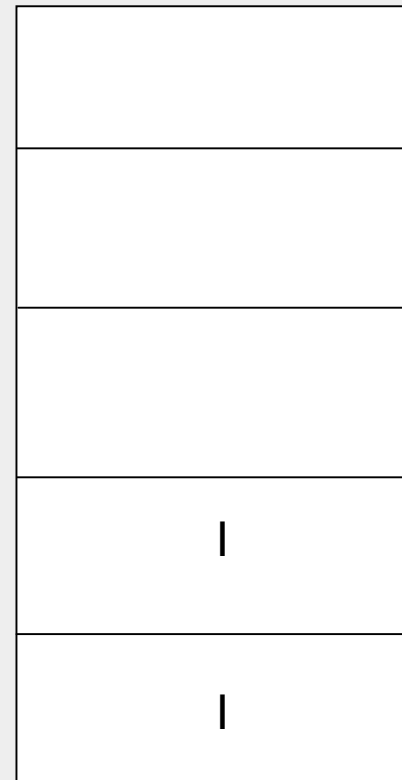
```
PopMatrix()
```

```
PopMatrix()
```



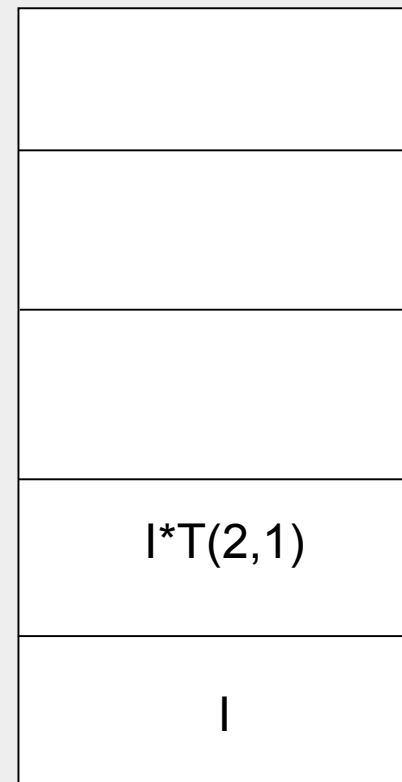
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    Translate(-1,0)  
    RotateZ(-45)  
    drawBook()  
  PopMatrix()  
PopMatrix()
```



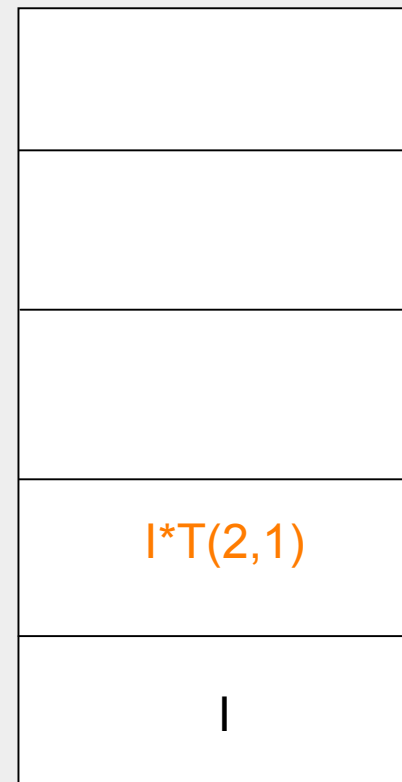
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  RotateZ(-45)  
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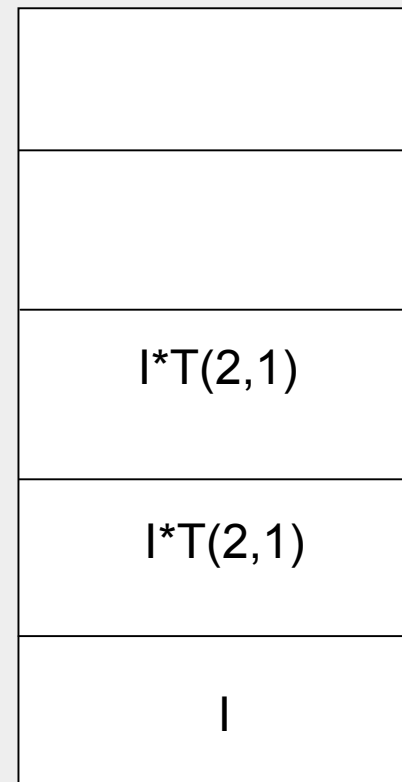
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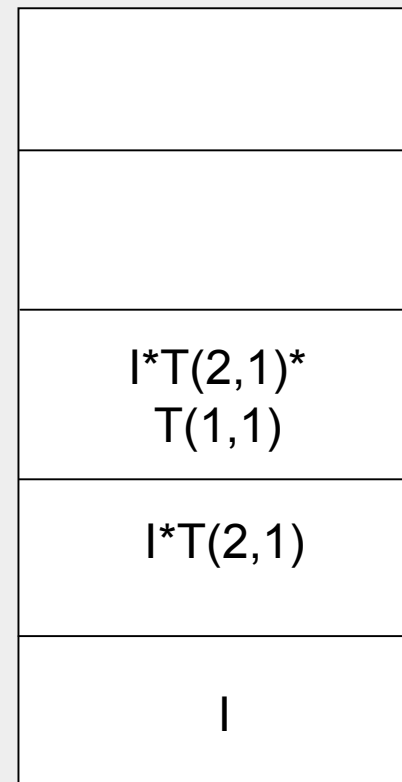
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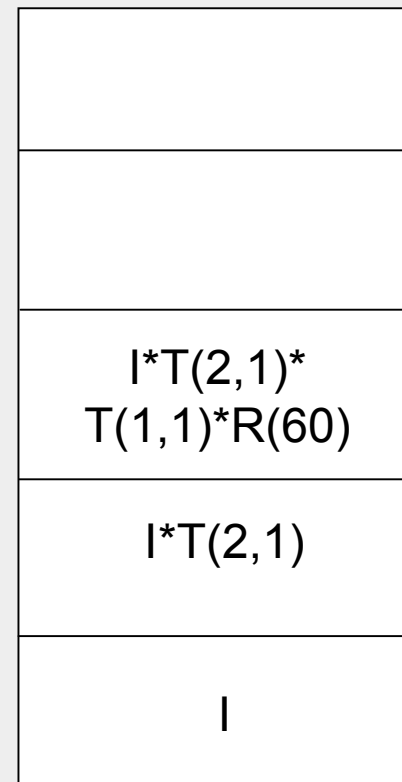
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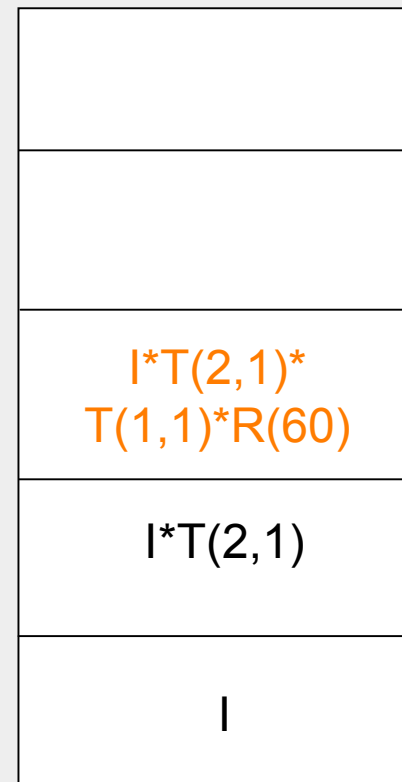
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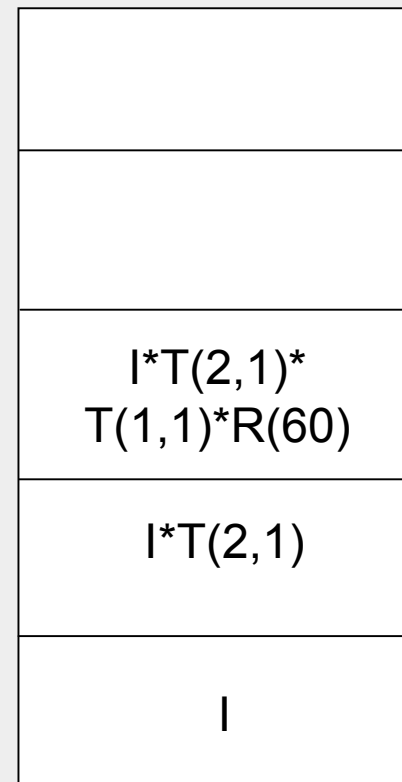
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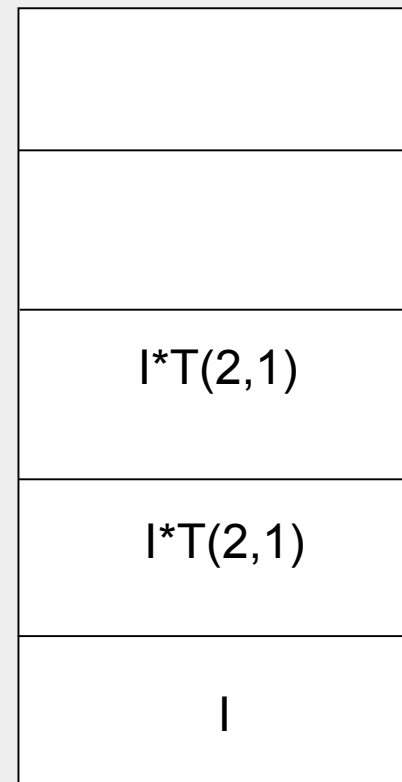
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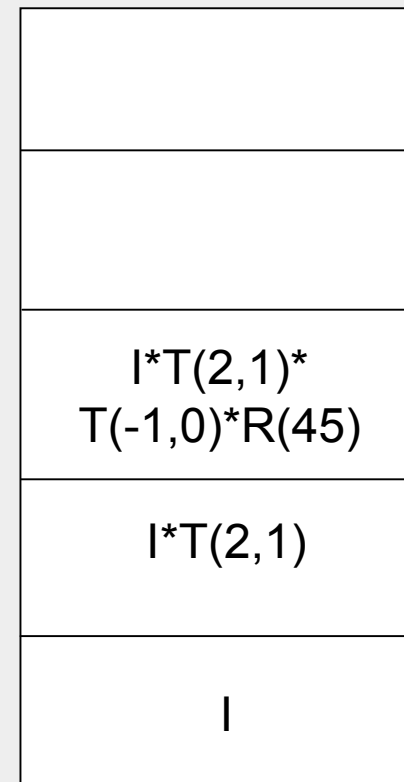
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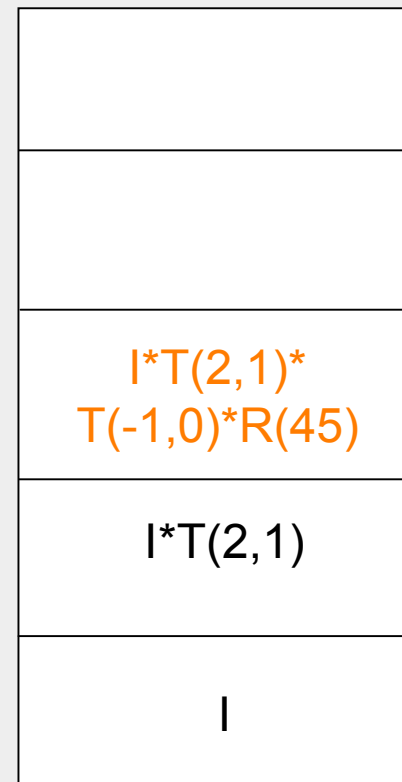
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PopMatrix()  
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  Translate(-1,0)  
  RotateZ(-45)  
  drawBook()  
PopMatrix()  
PopMatrix()
```



$I * T(2,1) * T(-1,0) * R(45)$
$I * T(2,1)$
I