1. Imagine a unit cube, centered at the origin, with the letters on its 6 sides as shown below where the front face is the positive Z-axis facing face. The model below shows the unit cube from above.

```
point4 eye(-2.0, 0.0, 2.0,1.0);
point4 at( 0.0, 0.0, 0.0, 1.0 );
vec4 up( 0.0, 1.0, 0.0, 0.0 );
mat4 p = Perspective(45 , 1.0, 0.1, 10.0);
```
2. Repeat the question above for the following viewing parameters. This time, however, assume the quad is drawn as lines, not filled polygons.

```plaintext
point4 eye(0.0, 0.0, 2.0, 1.0);
point4 at( 0.0, 0.0, 0.0, 1.0 );
vec4 up( 0.0, 1.0, 0.0, 0.0 );
mat4 p = Perspective(45 , 1.0, 2.0, 4.0);
```