A PROGRAMME FOR THE 3D REPRESENTATION AND ANIMATION OF OBJECTS AND SURFACES

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Abstract: *The paper presents the development of a soft for representation and animation of objects and surfaces in three dimensions. In this respect, it presents the necessary relations, the algorithm for the programme development and its interface with all the actions provided. On the basis of the algorithm presented, programmes for the 3D surface representations can be conceived. Thus, it is presented a computer programme for the 3D representation of parametrically expressed surfaces.*

Key words: *rotation matrix, 3D representation, parametric surface.*

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