1. Perspective transformations
   I. are linear transformations
   II. keep parallel lines parallel
   III. are affine transformations
   (a) I only
   (b) II only
   (c) III only
   (d) I, II and III
   (e) None

2. (T / F) Given invertible matrices $M_1$, $M_2$, and $M_3$, $(M_3M_2M_1)^{-1} = M_1^{-1}M_2^{-1}M_3^{-1}$.

3. (T / F) If a function is linear it is also affine.

4. (T / F) All rotations in 3D space can be specified with 2 real numbers.

5. (T / F) The inverse of a translation matrix is its transpose.

6. (T / F) Dividing the resulting $(x, y, z)$ coordinates by the homogeneous coordinate $w$ is part of the projection transform.

7. (T / F) Translation affects vectors the same as points.

8. What is the matrix on top of the current matrix stack after the following functions are called?

   ```
   glLoadIdentity();
glScalef(2,2,1);
glPushMatrix();
glScalef(1,1,1);
glTranslatef(1,0,0);
glPushMatrix();
glTranslatef(1,0,0);
glPopMatrix();
glPopMatrix();
glTranslatef(2,0,0);
   ```