1. Perspective transformations A) are linear transformations B) keep parallel lines parallel C) are affine transformations D) all of the above E) none of the above

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();
   - glPushMatrix();
   - glTranslatef(2,0,0);
   - glPopMatrix();
   - glTranslatef(2,0,0);