











## Algoritmo 1

```

mult_matrix( M );
draw( bacino );
push();
  mult_matrix( M0 );
  draw( busto1 );
  mult_matrix( M1 );
  draw( busto2 );
  push();
    multMatrix( M3 );
    draw( spallaDx );
    ... /* resto del braccio dx */
  pop();
  push();
    multMatrix( M3 );
    draw( spallaSx );
    ... /* resto del braccio sx */
  pop();

pop();
push();
  mult_matrix( M2 );
  draw( gambaDx );
  ...
pop();
    
```