

Figure 7.9. The geometry for Equation 7.6. The viewer's eye is at **e** and the gaze direction **g** (the minus z -axis). The view plane is a distance d from the eye. A point is projected toward **e** and where it intersects the view plane is where it is drawn.

Figure 1: Similar Triangles

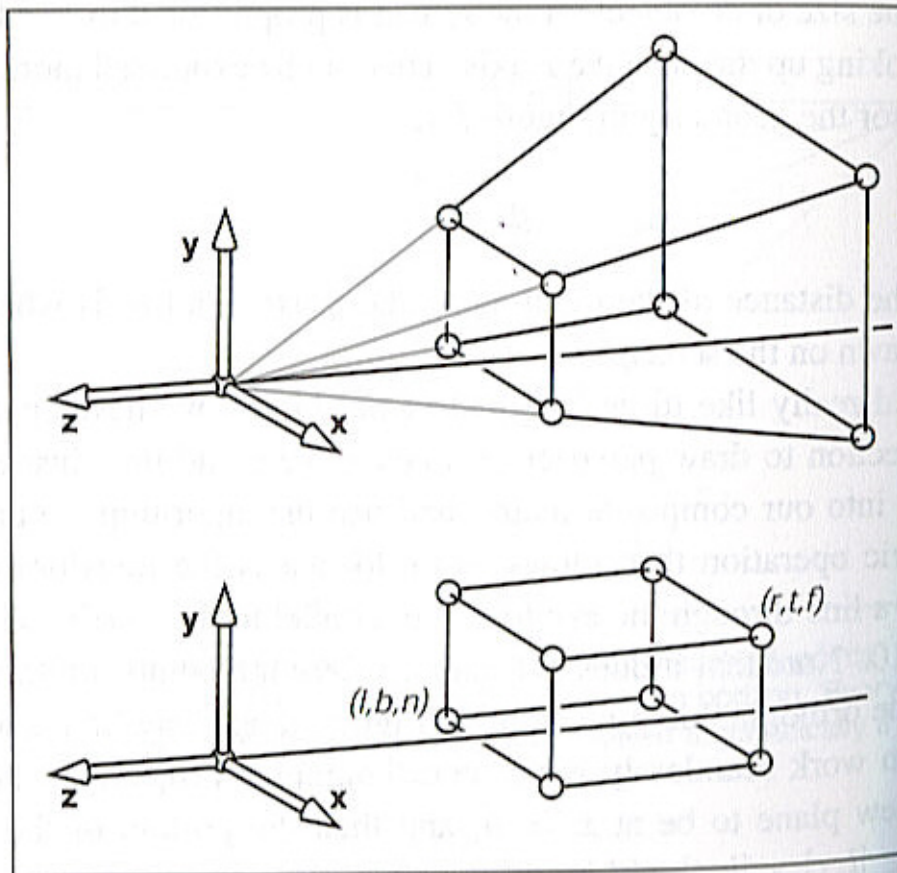


Figure 7.11. The perspective projection leaves points on the $z = n$ plane unchanged and maps the large $z = f$ rectangle at the back of the perspective volume to the small $z = f$ rectangle at the back of the orthographic volume.

Figure 2: Volume