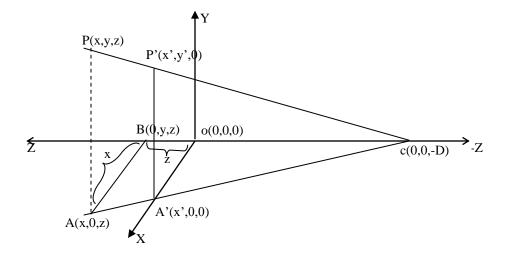
Perspective Projection (Standard)



Here center of Projection is c (0,0,-D) along the direction of Z axis so the reference point is taken of world coordinate space W_c and the normal vector N is aligned with the y axis.

So now the view plane vp is the xy plane and center of projection is c(0,0,-D) now from similar triangles ABC and A'OC

$$\frac{x}{x'} = \frac{z+D}{D} = \frac{AC}{A'C}$$
or $\frac{xD}{z+D} = x'$ or $x' = \frac{Dx}{z+D}$

similarly from triangles APC and A'P'C

$$\frac{y}{y'} = \frac{z+D}{D} = \frac{AC}{A'C}$$
or y' = \frac{yD}{z+D}

and z' = 0

now in homogenous coordinates

$$Perk = \begin{pmatrix} x' \\ y' \\ z' \\ 1 \end{pmatrix} = \underbrace{\frac{1}{z+D}}_{} \begin{pmatrix} Dx \\ Dy \\ 0 \\ z+D \end{pmatrix} = \underbrace{\frac{1}{z+D}}_{} \begin{pmatrix} D & 0 & 0 & 0 \\ 0 & D & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & D \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

A unit cube is projected into xy plane . Draw the projected image using standard perspective transformation where center of projection is (0,0,-20)

Here,

Center of projection = (0,0,-20) i.e. d = 20

$$\text{Persp} =
 \begin{pmatrix}
 20 & 0 & 0 & 0 \\
 0 & 20 & 0 & 0 \\
 0 & 0 & 0 & 0 \\
 0 & 0 & 1 & 20
 \end{pmatrix}$$

The cube represented in Homogenous coordinate is

Hence,

$$1/(z+D) = 1/(0+20) == 1/20$$

A' =(0,0,0) B' =(1,0,0) C' =(1,1,0) D' =(0,1,0)

$$1/(z+D) = 1/(1+20) = 1/21$$

E' =(0,20/21,0) F' =(0,0,0) G' =(20/21,0,0) H' =(20/21, 20/21,0)