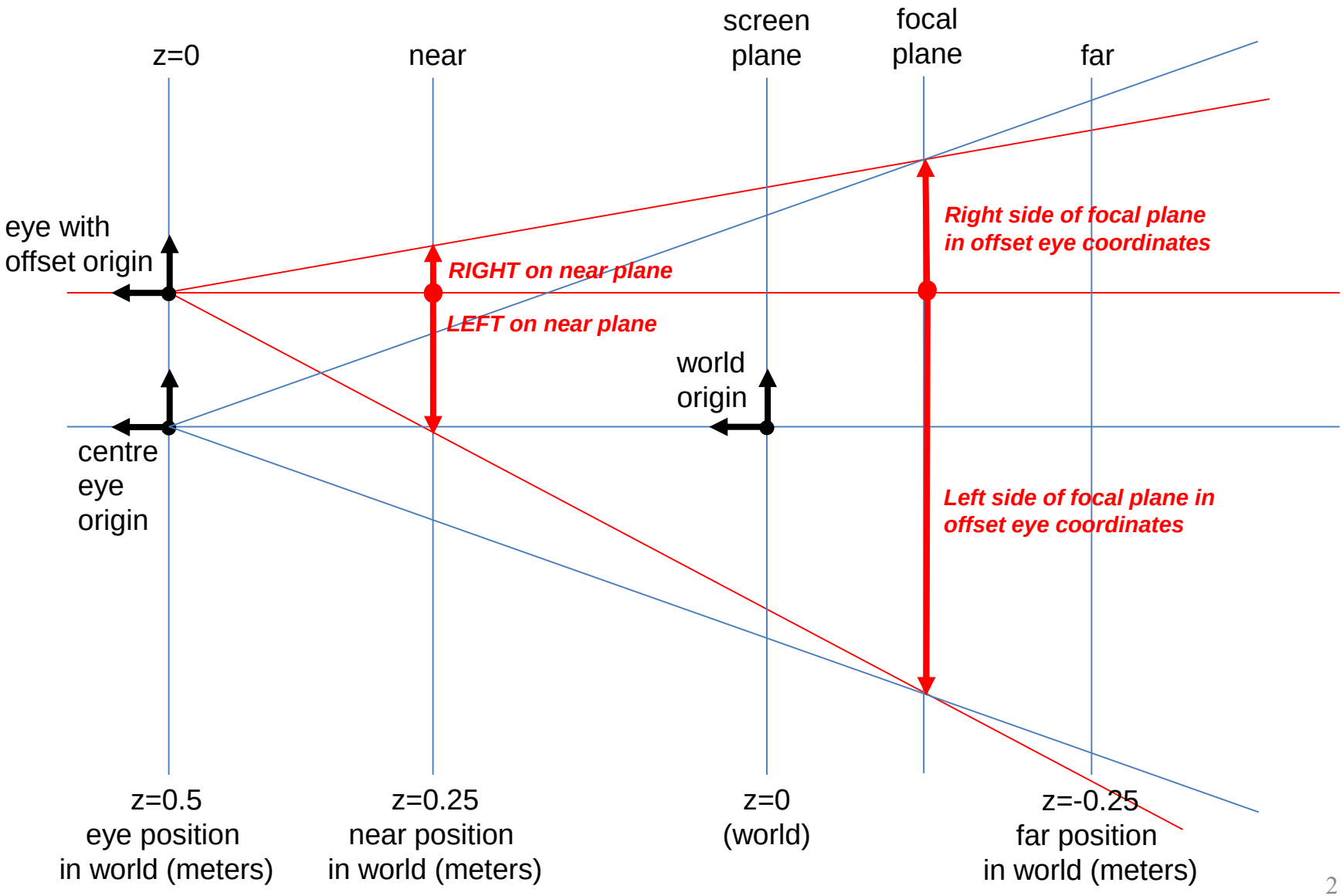
Fustums, Depth of Field, Anaglyphs

- Everything computed with similar triangles!
  - In each case, the left right top bottom on near plane are given by the left right top bottom of a well defined rectangle on some other plane.
- Need to understand which coordinate system you are using for any given quantity!

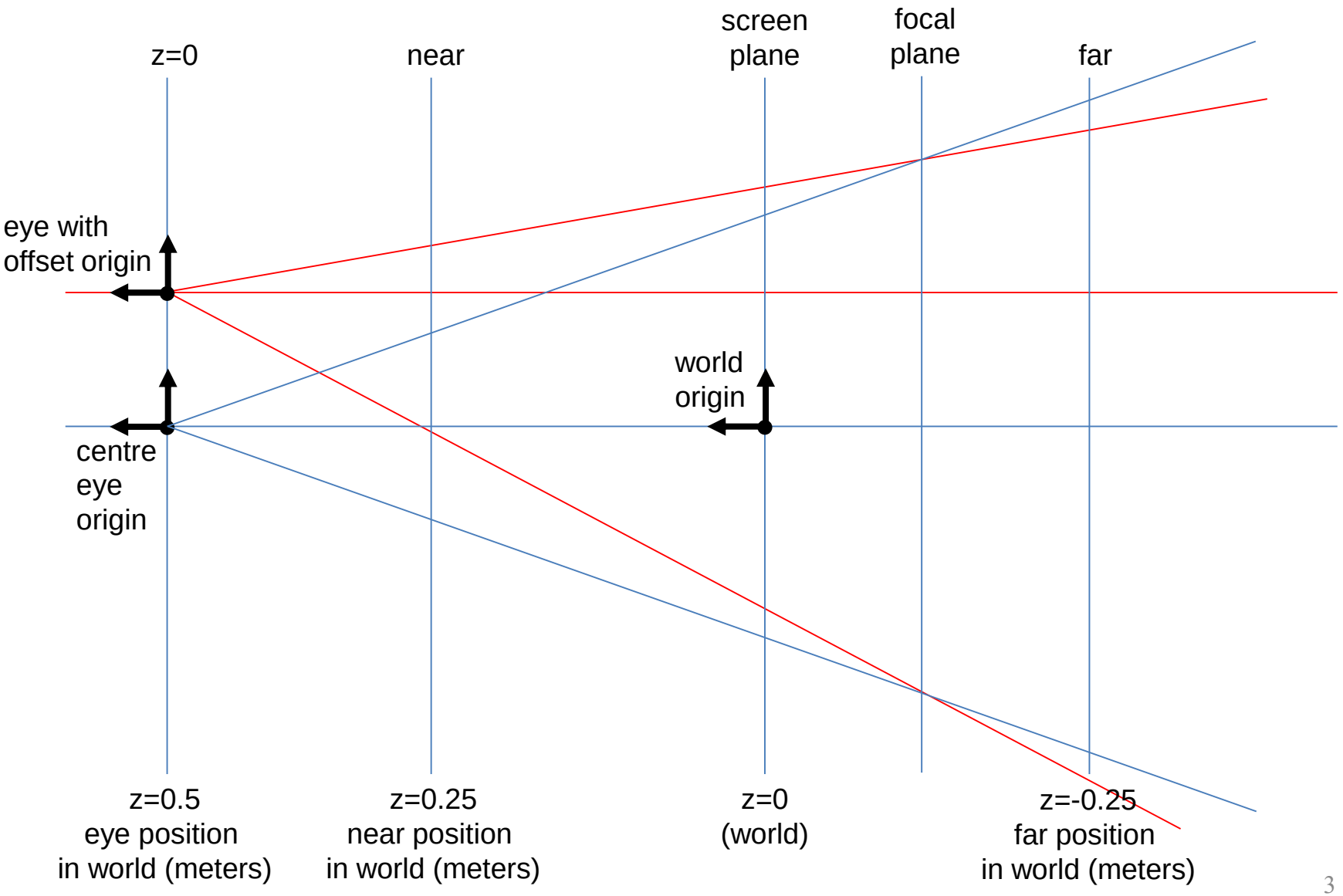
Example depth of field frustum setup…

bottom view! x axis up !



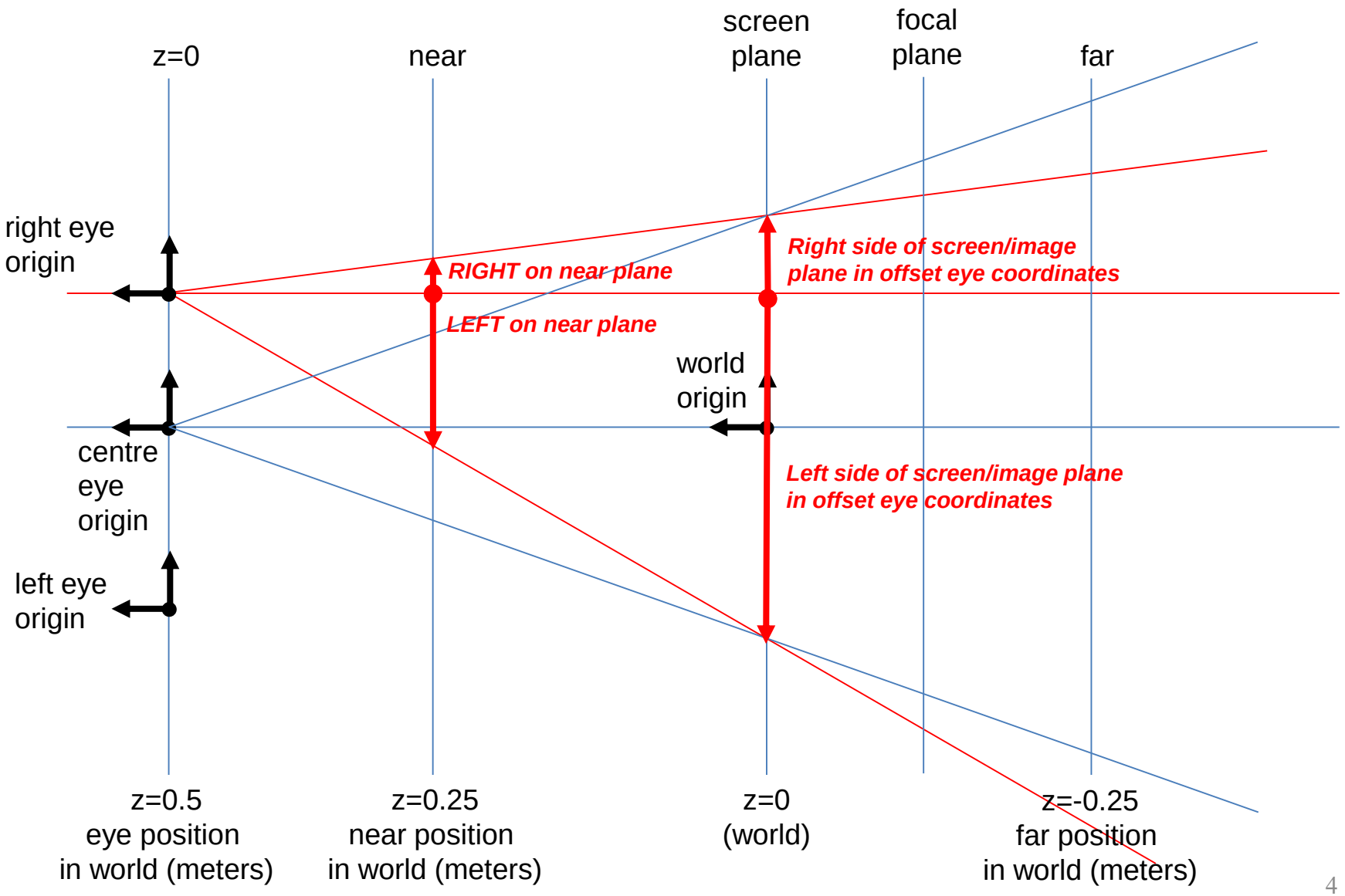
Example depth of field frustum setup…

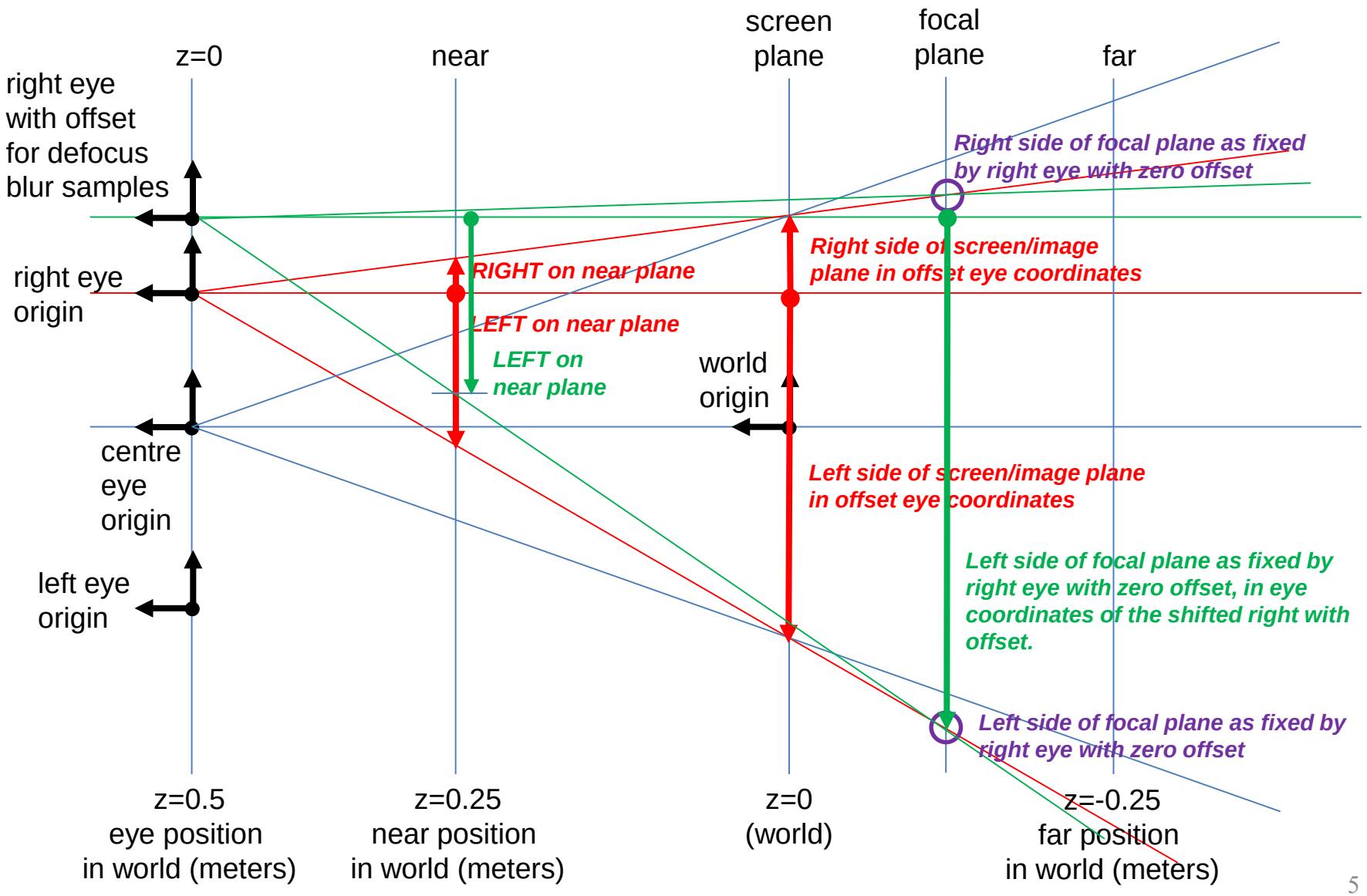
bottom view! x axis up !



Example anaglyph frustum setup…

bottom view! x axis up !



Example ***bonus*** frustum setup…

bottom view! x axis up !