Computer Graphics in Vulkan and Modern OpenGL

Terms and Concepts

World Space

Eye Space

Vector Space

Model Space

Projection Space

Camera

Clip Volume

Three Orthogonal axis

Transformation Matrix

Scale Matrix
Rotation Matrix around Axis
Orthographic Projection
Tea Pot

Near and Far Plane

Frustum

Clip Plane

Infinite Prospective

Depth Prospective

Prospective Divide