Project Point Node

Applies a projection matrix to a point. Specifically, this node turns the given Euclidean vector (X, Y, Z) into the homogeneous vector (X, Y, Z, 1), multiplies the given projection matrix by it, and turns the resulting homogeneous vector back into a Euclidean one by dividing it by the absolute value of its W component. This last step is also known as perspective division.

Inputs

Vector

The position vector to project.

Transformation

The projection matrix.

Properties

This node has no properties.

Outputs

Vector

The projected position vector.

Previous
Multiply Matrices Node

N
Separate Matrix No

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