Ex. 3 0 1 - 30 0 0 1 3200 1320 Normalization  $\begin{pmatrix} -1 & 640 \\ 240 \end{pmatrix} = \begin{pmatrix} 2+1 \\ 3/4-3/4 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ the angle  $(-1,0,1) \cdot (1,0,1) = 0 = |(-1,0,1)| \cdot |(1,0,1)| \cos \alpha$ Angle COS d = 0 @ d = 1/2 + n. 11 , n = 0, 11, 12. The viewing rays are orthogonal



