```
%Ejercicio 1
ej1
```

```
R1 =
    0.0000   -1.0000    0.0000
    0.0000    0.0000    1.0000
   -1.0000         0    0.0000
R2 =
    0.0000   -0.0000    1.0000
    1.0000    0.0000   -0.0000
         0    1.0000    0.0000
R3 =
    0.0000    0.2588    0.9659
    0.0000    0.9659   -0.2588
   -1.0000    0.0000    0.0000
```

```
%Ejercicio 2
```

```
Ejercicio 2
```

```
ej2
```

```
X_cam =
   -8.0000
    1.0000
    2.0000
```

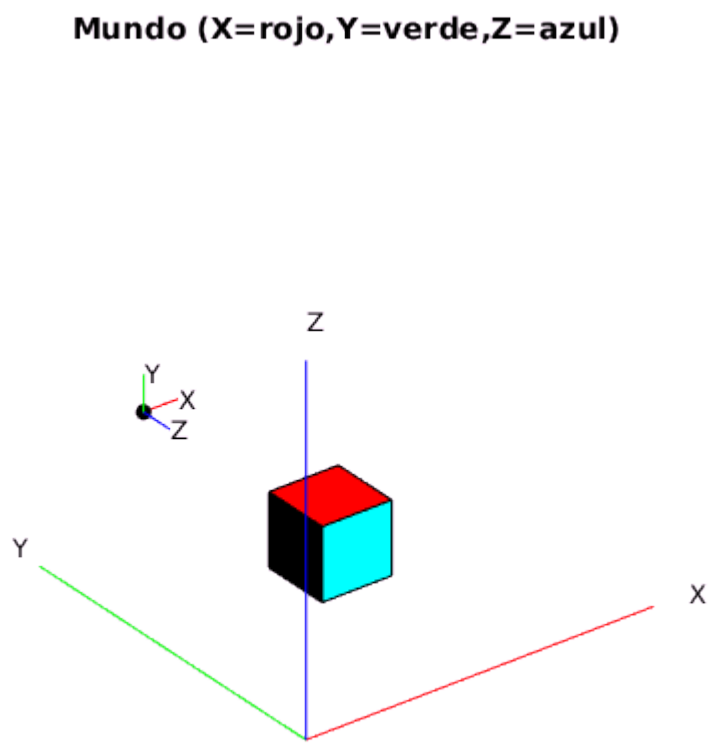
-

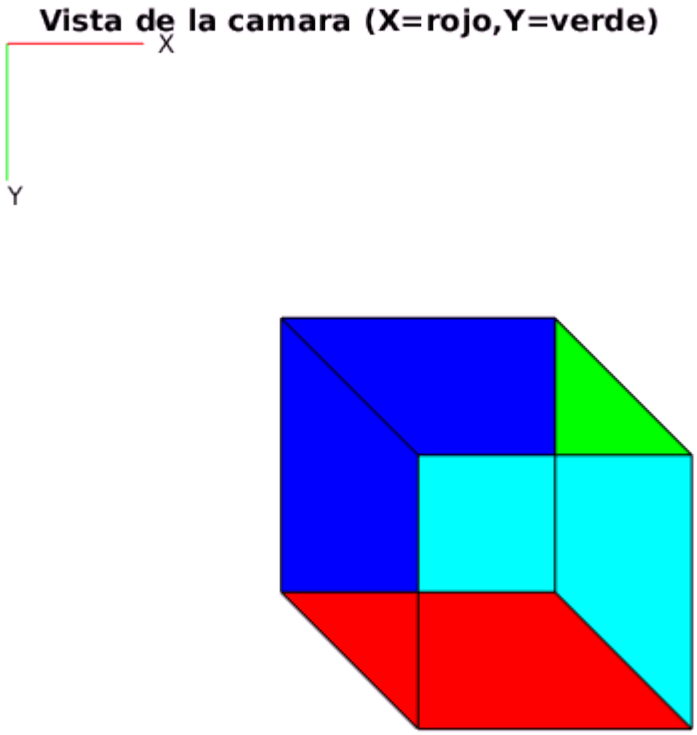
```
%%Ejercicio 3
```

```
Ejercicio 3
```

```
generar_camara(1,0,0.5,0.5,90,0,0, [3 10 3])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
 Centro de la imagen:
  x = 0.50, y=0.50
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   3
 Posicion de la camara:  10
 Posicion de la camara:   3
```



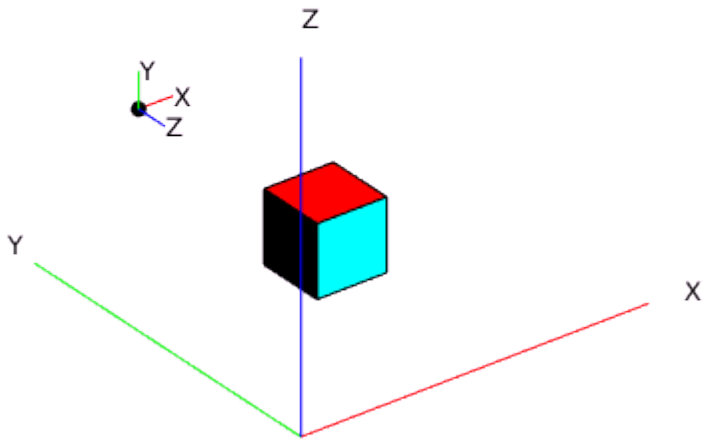



```
generar_camara(0.1,0,0.5,0.5,90,0,0, [3 10 3])
```

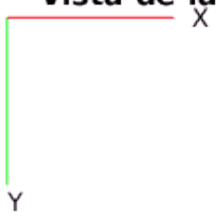
```
Camara:
 Distancia Focal: 0.10
 Skewness: 0.00
```

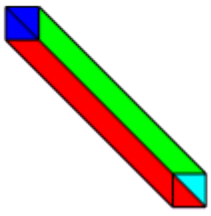
```
Centro de la imagen:
 x = 0.50, y=0.50
Rotacion de la camara:
 x = 90.00, y=0.00, z=0.00
Posicion de la camara:   3
Posicion de la camara:  10
Posicion de la camara:   3
```

Mundo (X=rojo,Y=verde,Z=azul)



Vista de la camara (X=rojo,Y=verde)

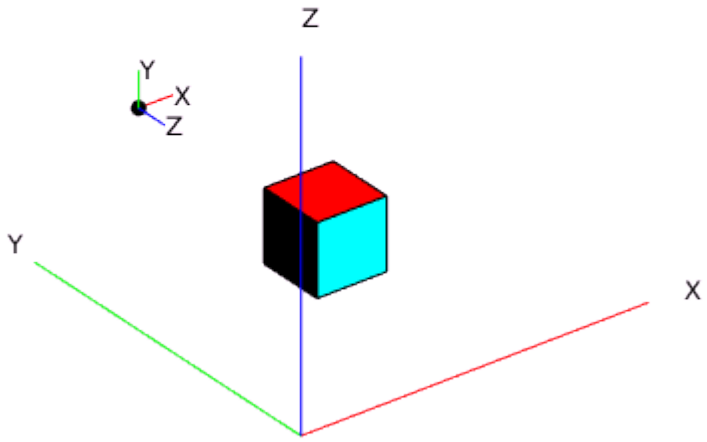


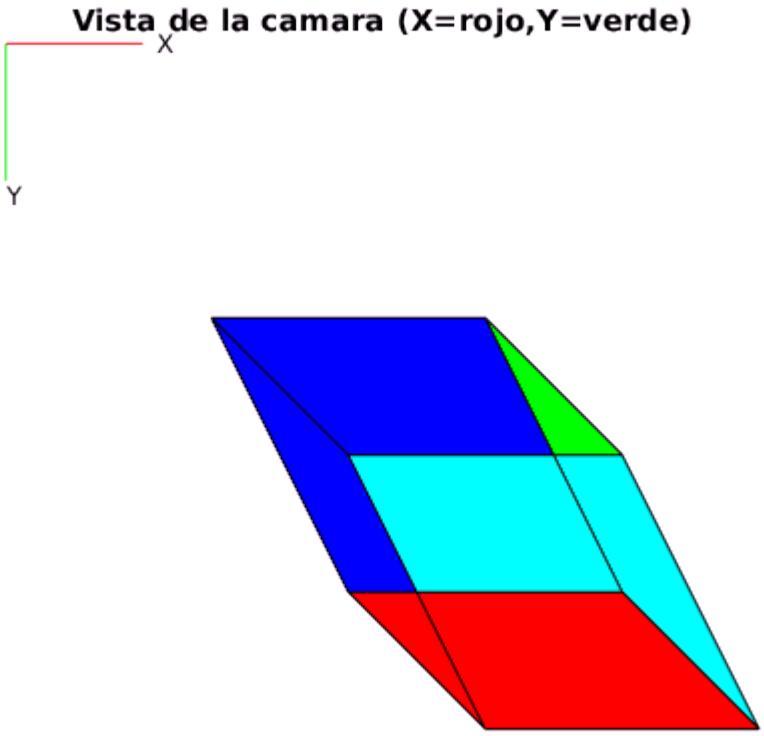


```
generar_camara(1,0.5,0.5,0.5,90,0,0, [ 3 10 3])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.50
 Centro de la imagen:
  x = 0.50, y=0.50
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   3
 Posicion de la camara:  10
 Posicion de la camara:   3
```

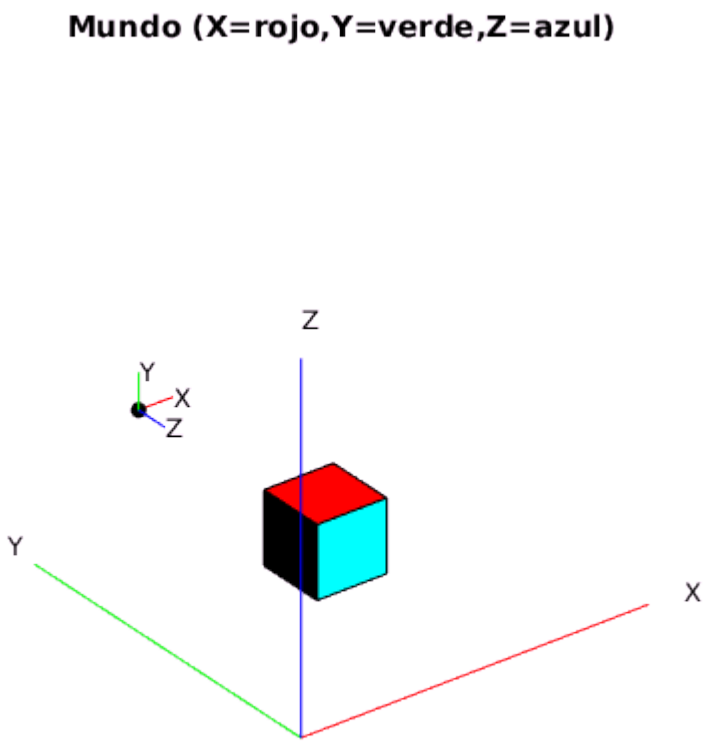
Mundo (X=rojo,Y=verde,Z=azul)

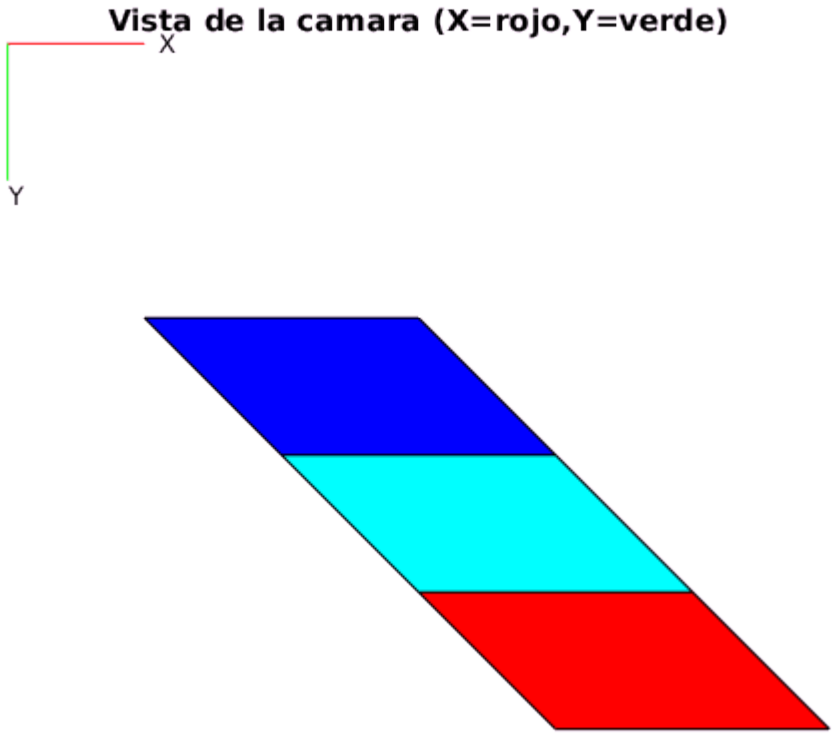





```
generar_camara(1,1,0.5,0.5,90,0,0, [ 3 10 3])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 1.00
 Centro de la imagen:
  x = 0.50, y=0.50
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   3
 Posicion de la camara:  10
 Posicion de la camara:   3
```



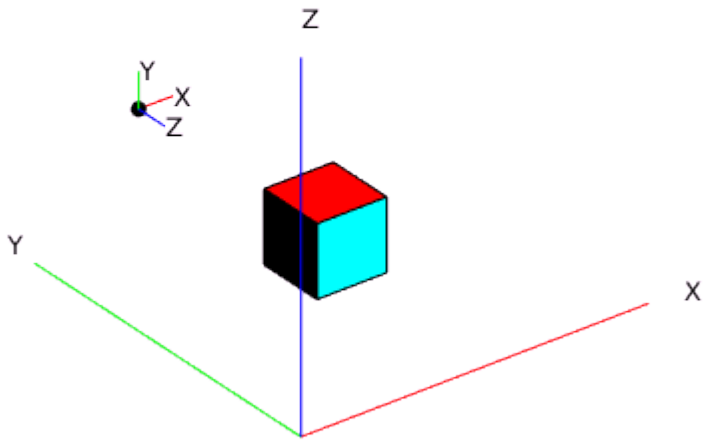



```
generar_camara(1,0,0,0,90,0,0, [ 3 10 3])
```

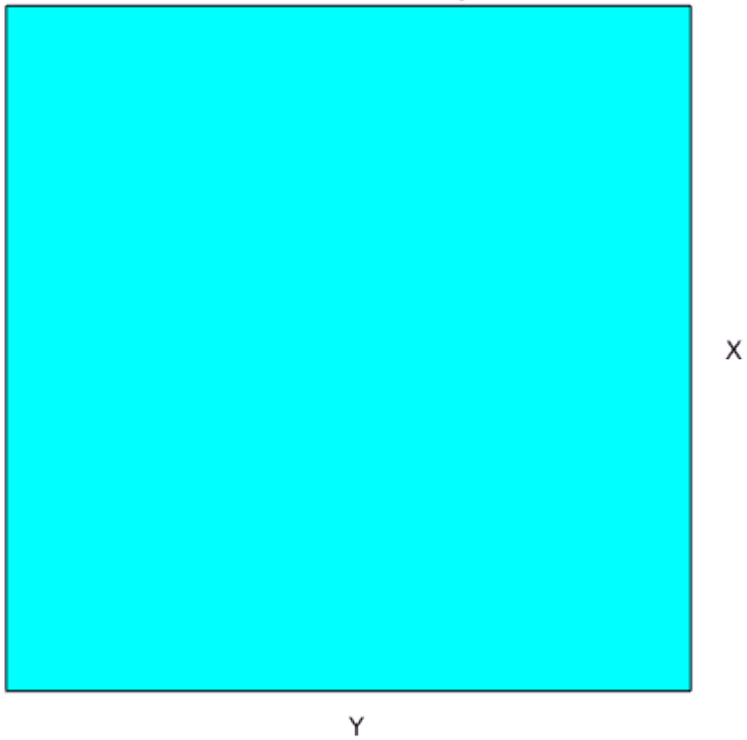
```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
```

```
Centro de la imagen:
 x = 0.00, y=0.00
Rotacion de la camara:
 x = 90.00, y=0.00, z=0.00
Posicion de la camara:   3
Posicion de la camara:  10
Posicion de la camara:   3
```

Mundo (X=rojo,Y=verde,Z=azul)



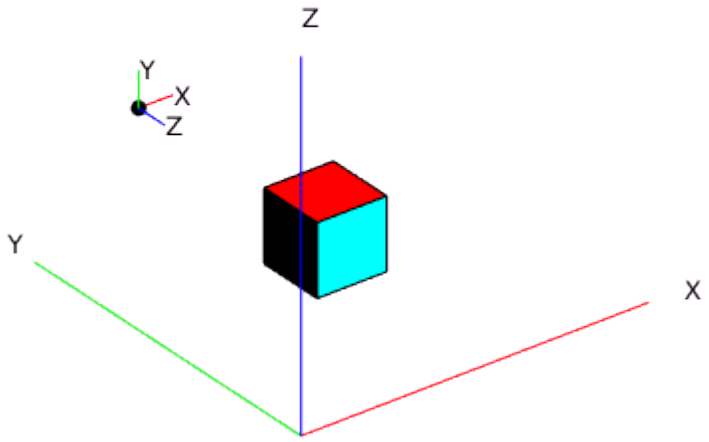
Vista de la camara (X=rojo,Y=verde)

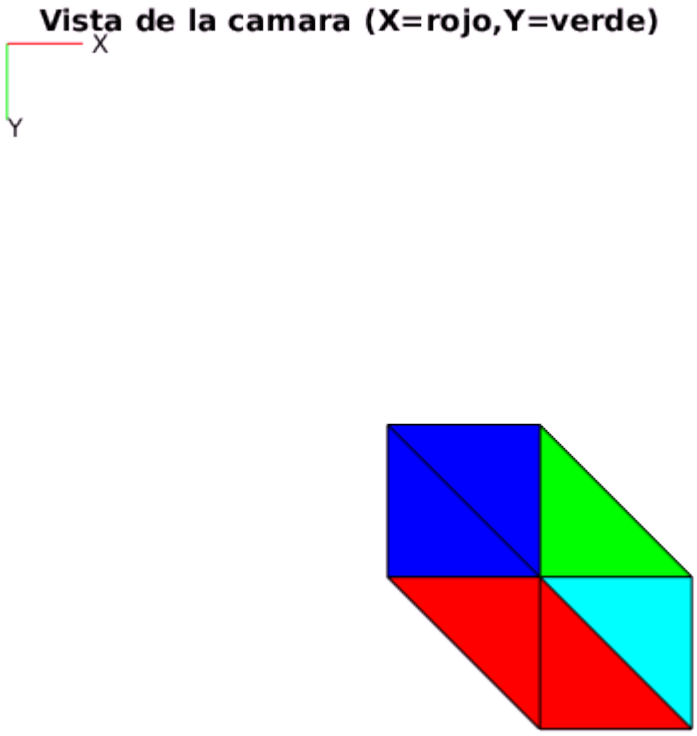


```
generar_camara(1,0,1,1,90,0,0, [ 3 10 3])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
 Centro de la imagen:
  x = 1.00, y=1.00
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   3
 Posicion de la camara:  10
 Posicion de la camara:   3
```

Mundo (X=rojo,Y=verde,Z=azul)

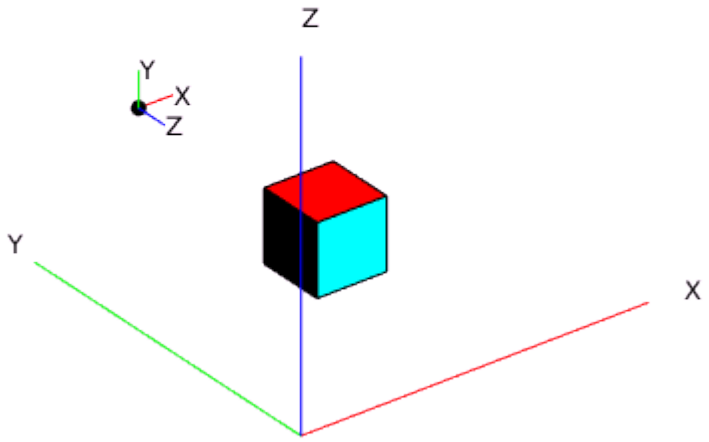




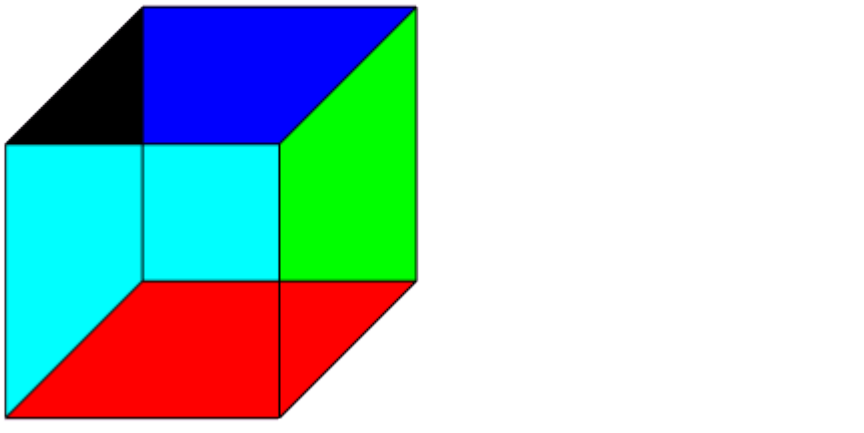

```
generar_camara(1,0,-0.5,0.5,90,0,0, [ 3 10 3])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
 Centro de la imagen:
  x = -0.50, y=0.50
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   3
 Posicion de la camara:  10
 Posicion de la camara:   3
```

Mundo (X=rojo,Y=verde,Z=azul)



Vista de la camara (X=rojo,Y=verde)

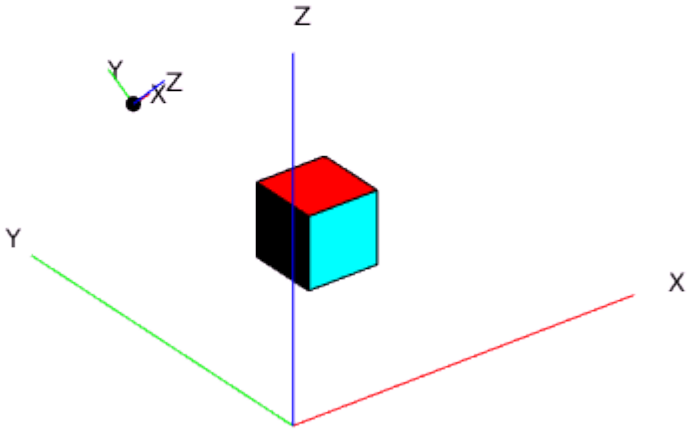



```
generar_camara(1,0,0,0,45,15,30, [ 3 10 3])
```

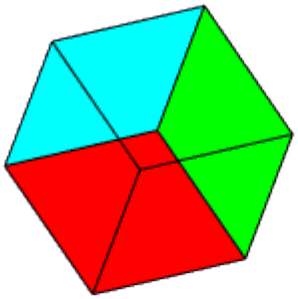
```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
```

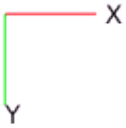
```
Centro de la imagen:
 x = 0.00, y=0.00
Rotacion de la camara:
 x = 45.00, y=15.00, z=30.00
Posicion de la camara:   3
Posicion de la camara:  10
Posicion de la camara:   3
```

Mundo (X=rojo,Y=verde,Z=azul)



Vista de la camara (X=rojo,Y=verde)

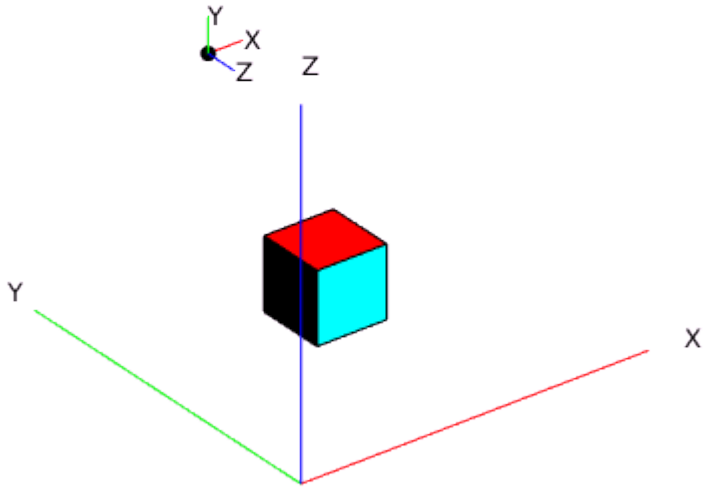




```
generar_camara(1,0,0.5,0.5,90,0,0, [ 5 10 5])
```

```
Camara:
 Distancia Focal: 1.00
 Skewness: 0.00
 Centro de la imagen:
  x = 0.50, y=0.50
 Rotacion de la camara:
  x = 90.00, y=0.00, z=0.00
 Posicion de la camara:   5
 Posicion de la camara:  10
 Posicion de la camara:   5
```

Mundo (X=rojo,Y=verde,Z=azul)



Vista de la camara (X=rojo,Y=verde)