

## A04 – Parallel projections

The Vulkan application whose source code is contained in file `A04.cpp`, shows a model of a space station, using the parallel projections contained `projection.hpp`.

The main parallel projection uses an half-width of 10, the aspect ratio passed in parameter  $Ar$ , and has the near and far planes located respectively at a distance of -50 and 50. This basic projection is then used to test *Isometric*, *Dimetric*, *Trimetric* and *Cabinet* axonometries. If you look at the code in `projection.hpp`, you will see four different matrices each one aimed at producing a different projection.