8.1:

* For each frame, starting position should have been (+/- 1, +/- 1, +/- 1)
* Transform 3D
  + Scale
  + Rotation
  + Coordinates should be in double and all calculations should be done in double
* Then do a projection
  + 8.1 was an orthographic projection

8.2

* The 3D transformations are the same
* The creation of the 2d image is the same
* What changes:
  + The projection is now perspective
    - Steps:
      * Pick a viewing plane such that all vertices are on the same side of the plane
      * Pick an eye position such that it is on the other side of the plane