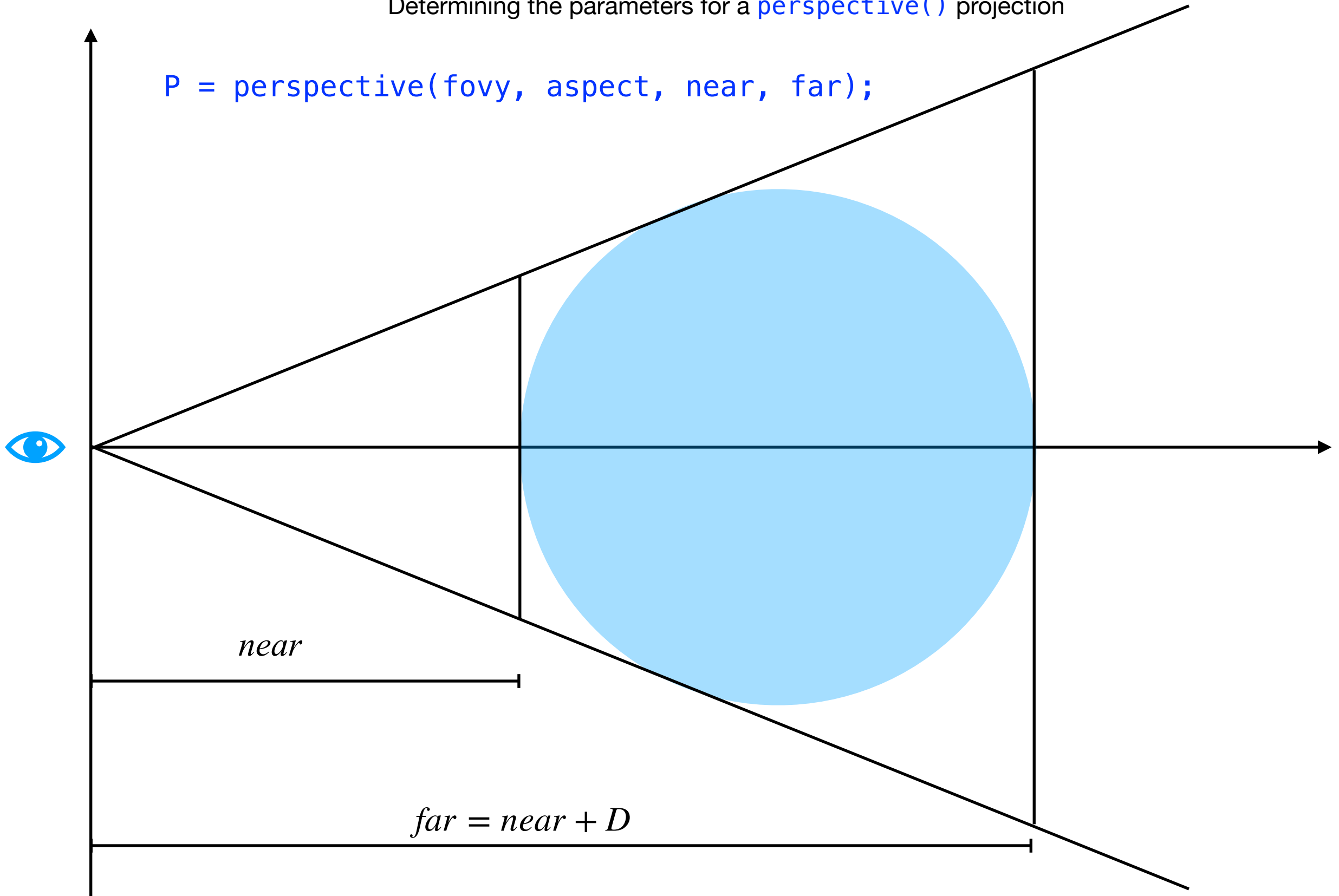


Viewing Frustum - *near* and *far* Parameters

Determining the parameters for a `perspective()` projection

```
P = perspective(fovy, aspect, near, far);
```



Viewing Frustum - *fovy* and *aspect* Parameters

arcsin returns radians
(you may need to
convert to degrees)

$$\theta = \arcsin \frac{D/2}{near + D/2}$$

θ

$D/2$

$near + D/2$

$$fovy = 2\theta$$

$$aspect = \frac{\text{canvas.clientWidth}}{\text{canvas.clientHeight}}$$

