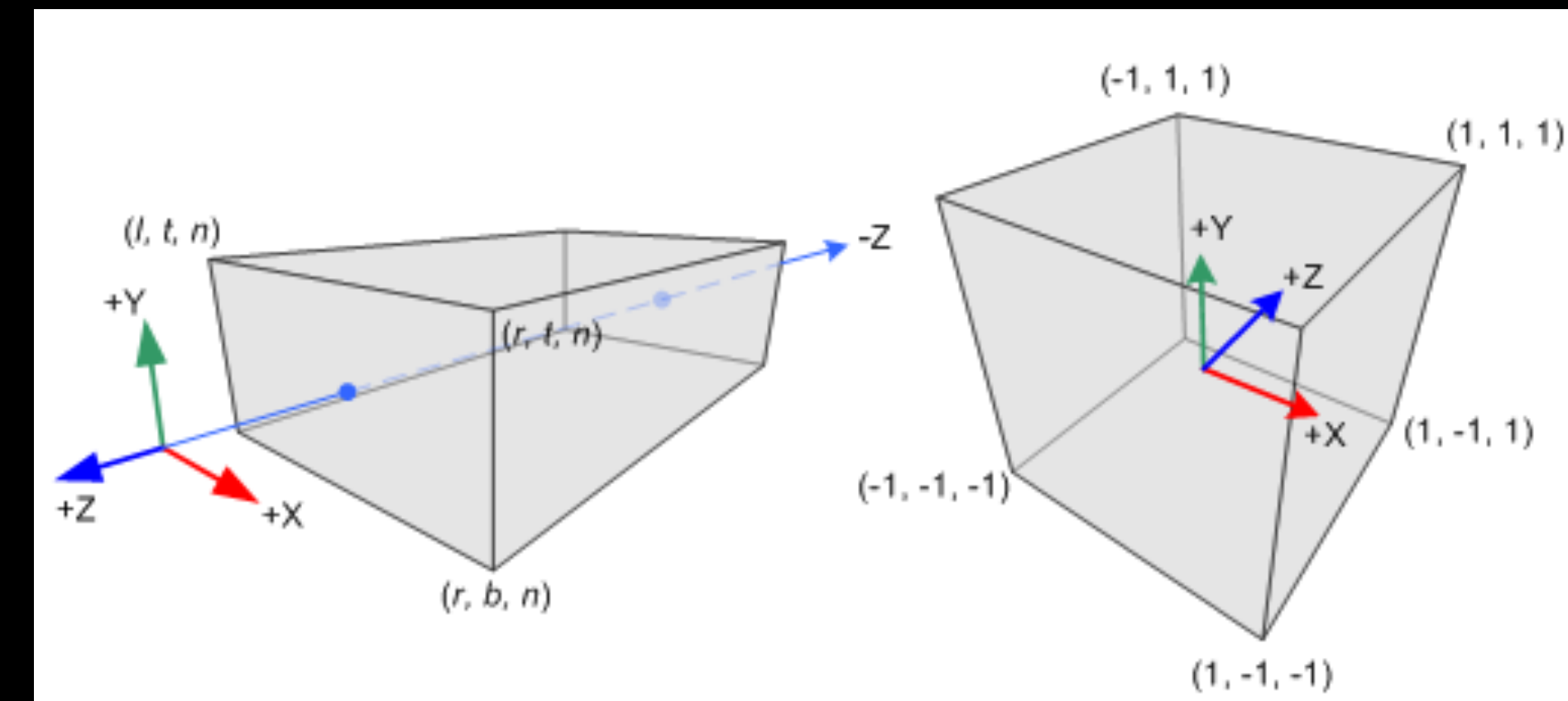


ORTHOGRAPHIC PROJECTION

$$\bullet P = \begin{pmatrix} 2 / (r-l) & 0 & 0 & - (r+l) / (r-l) \\ 0 & 2 / (t-b) & 0 & - (t+b) / (t-b) \\ 0 & 0 & -2 / (f-n) & - (f+n) / (f-n) \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

for r = right, l =left, u =up, d =down, n =near, f =far planes defining the cube that is of interest

- w -component is unchanged, not requiring a perspective division
- -> The size of objects does not depend on their distance to the camera





Shadowrun Returns (2013)