

PERSPECTIVE PROJECTION

- Perspective projection matrices are often specified as field of view (fov) and aspect ratios instead:

$$\bullet P = \begin{pmatrix} f / a & 0 & 0 & 0 \\ 0 & f & 0 & 0 \\ 0 & 0 & (f+n) / (n - f) & 2fn/(n-f) \\ 0 & 0 & -1 & 0 \end{pmatrix}$$

for $f = \cot(\text{fov} / 2)$, $a = \text{aspect ratio}$



The Hunt (2018?)