



Shadowrun Returns (2013)

PERSPECTIVE PROJECTION

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

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

