

Perspective Projection

- Perspective projections are common for their sense of "realism", it's how the human eye sees
- The centre of projection ("eye point") is a point, so projectors converge (they are not parallel!).
- Objects further away from the eye point become smaller, distant objects appear smaller in the projected image.
- Edges that were parallel may converge.
- Angles between edges may be distorted.
- 1-point perspective: 2 of (x, y, z) are parallel to the projection plane
- 2-point perspective: 1 of (x, y, z) is parallel to the projection plane
- 3-point perspective: 0 of (x, y, z) is parallel to the projection plane

Perspective Division