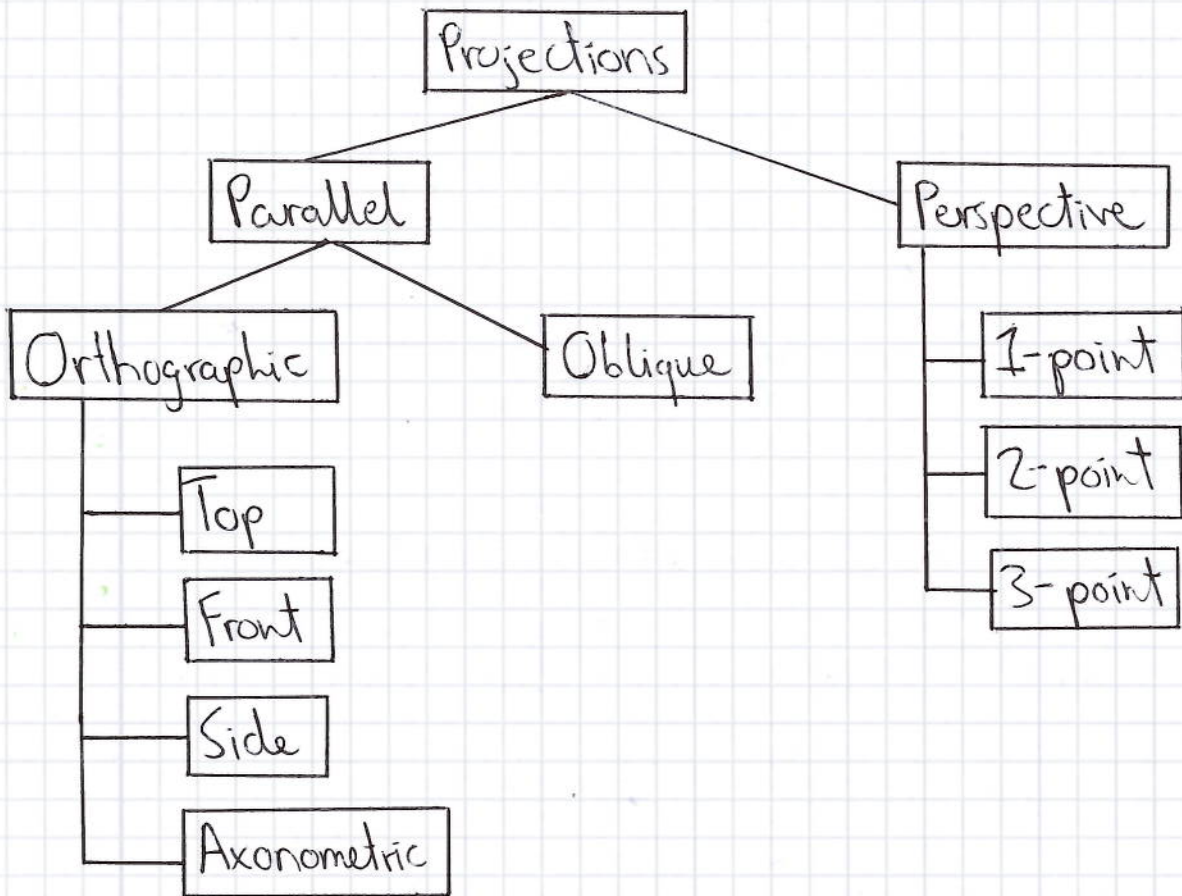


Projections

Overview



Parallel Projection

- The projection is the set of points at which the projectors (the object's vectors) intersect the projection plane.
- Parallel edges (in the original object) remain parallel in the projection, angles between edges may be distorted
- The centre of projection (the "eye point") is at infinity, so projectors are all parallel