

$$\begin{bmatrix} \frac{2 \times zNear \times zFar}{right - left} & 0 & \frac{right + left}{right - left} & 0 \\ 0 & \frac{2 \times zNear}{top - bottom} & \frac{top + bottom}{top - bottom} & 0 \\ 0 & 0 & -\frac{zFar + zNear}{zFar - zNear} & -\frac{2 \times zFar \times zNear}{zFar - zNear} \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

zNear and zFar is always positive

zNear is the distance from viewer to near clipping plane

zFar is the distance from viewer to the far clipping plane