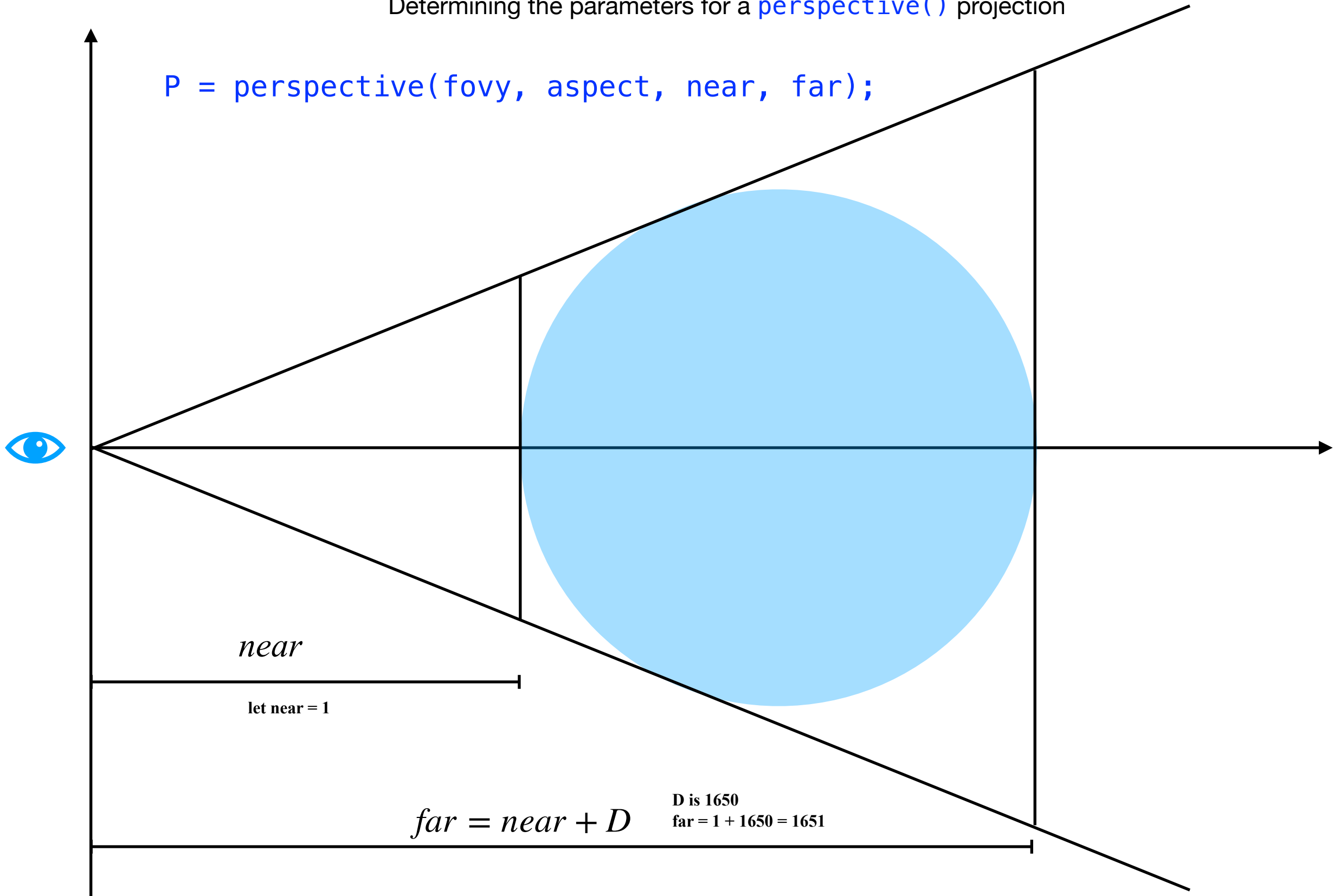


# Viewing Frustum - *near* and *far* Parameters

Determining the parameters for a `perspective()` projection

```
P = perspective(fovy, aspect, near, far);
```



# Viewing Frustum - *fovy* and *aspect* Parameters

