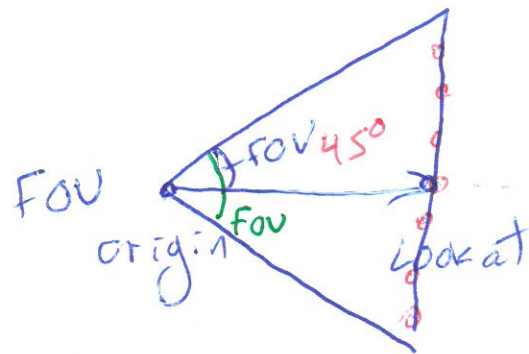
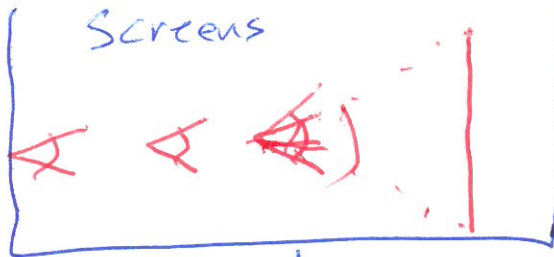


Camera

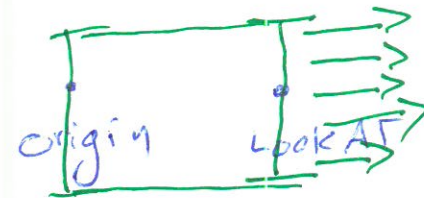
Perspective Camera



Screens



orthographic



of Pixels

$$\begin{array}{l}
 1 \quad \frac{1}{2} \\
 2 \quad \frac{1}{3} \quad \frac{2}{3} \\
 3 \quad \frac{1}{4} \quad \frac{2}{4} \quad \frac{3}{4} \\
 \vdots \\
 n \quad \frac{1}{n+1} \quad \frac{2}{n+1} \quad \dots \quad \frac{n}{n+1}
 \end{array}$$

Perspective

$$h^2 = o^2 + a^2$$

$$h^2 = 1^2 + 1^2$$

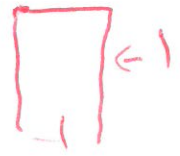
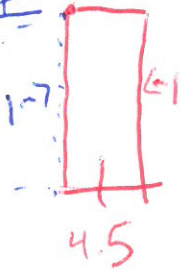
$$h = \sqrt{2}$$

COS

SIN

$$\tan(\theta) = \frac{\text{OPP}}{\text{ADJ}}$$

ATAN

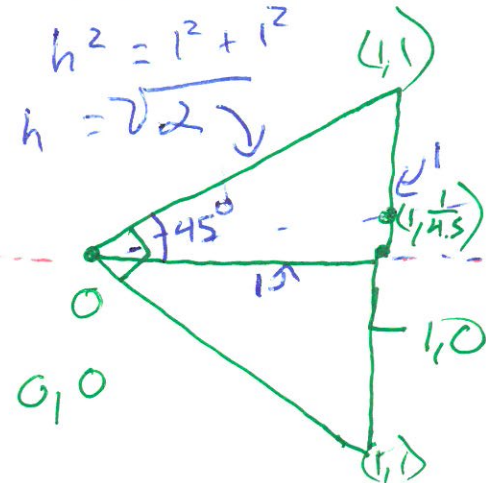


$$\frac{1}{4.5} = \frac{?}{1}$$

$$? = \frac{1}{4.5}$$

$$\frac{1}{2.4} = \frac{?}{1}$$

$$? = \frac{1}{2.4}$$



$$\tan(45) = \frac{?}{1}$$

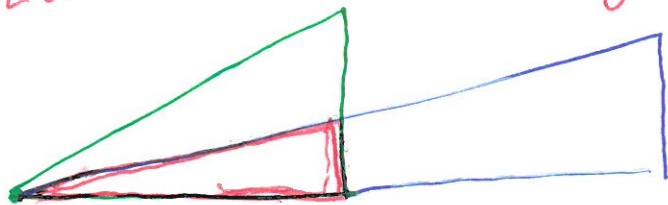
$$\tan(45) = ?$$

$$\text{ATAN2}\left(\frac{1}{4.5}\right)$$

$$2.18^\circ$$

$$12.5^\circ$$

Law of Similar Triangles



if I have 2 right triangles
with the same angle

$$\frac{o_1}{A_1} = \frac{o_2}{A_2}$$

General Perspective

if an object of height 1
is n units from the camera
origin & lies on the camera
axis, the object will
appear at a height of

$$\frac{1}{n}$$