

Report for cgU2.pdf

Okay, here's a breakdown of the key differences between parallel and perspective projections, based on the provided text:

Parallel Projection vs. Perspective Projection

Parallel Projection: Lines perpendicular to the viewer converge at a single vanishing point. It creates a flat, two-dimensional representation of the object.

Perspective Projection: Lines recede toward two (or more) vanishing points. It creates a 3D illusion, simulating depth and light.

Key Differences Summarized:

Feature	Parallel Projection	Perspective Projection
Effect	Flat, 2D view	3D illusion
Convergence	Single vanishing point	Two or more vanishing points
Depth	No depth	Creates a sense of depth
Common Use	Simple drawings	Architecture, certain scenes

Let me know if you'd like me to elaborate on any of these differences or if you'd like me to generate some examples of each!