Ch 3 from openGl book: Before **glFrustum()** can be called to set the projection transformation, some preparation needs to happen. As shown in the **reshape()** routine in Example 3-1, the command called **glMatrixMode()** is used first, with the argument GL\_PROJECTION. This indicates that the current matrix specifies the projection transformation; the following transformation calls then affect the projection matrix. As you can see, a few lines later **glMatrixMode()** is called again, this time with GL\_MODELVIEW as the argument. This indicates that succeeding transformations now affect the modelview matrix instead of the projection matrix. (See ["Manipulating the Matrix Stacks"](http://glprogramming.com/red/chapter03.html#name6) for more information about how to control the projection and modelview matrices.)