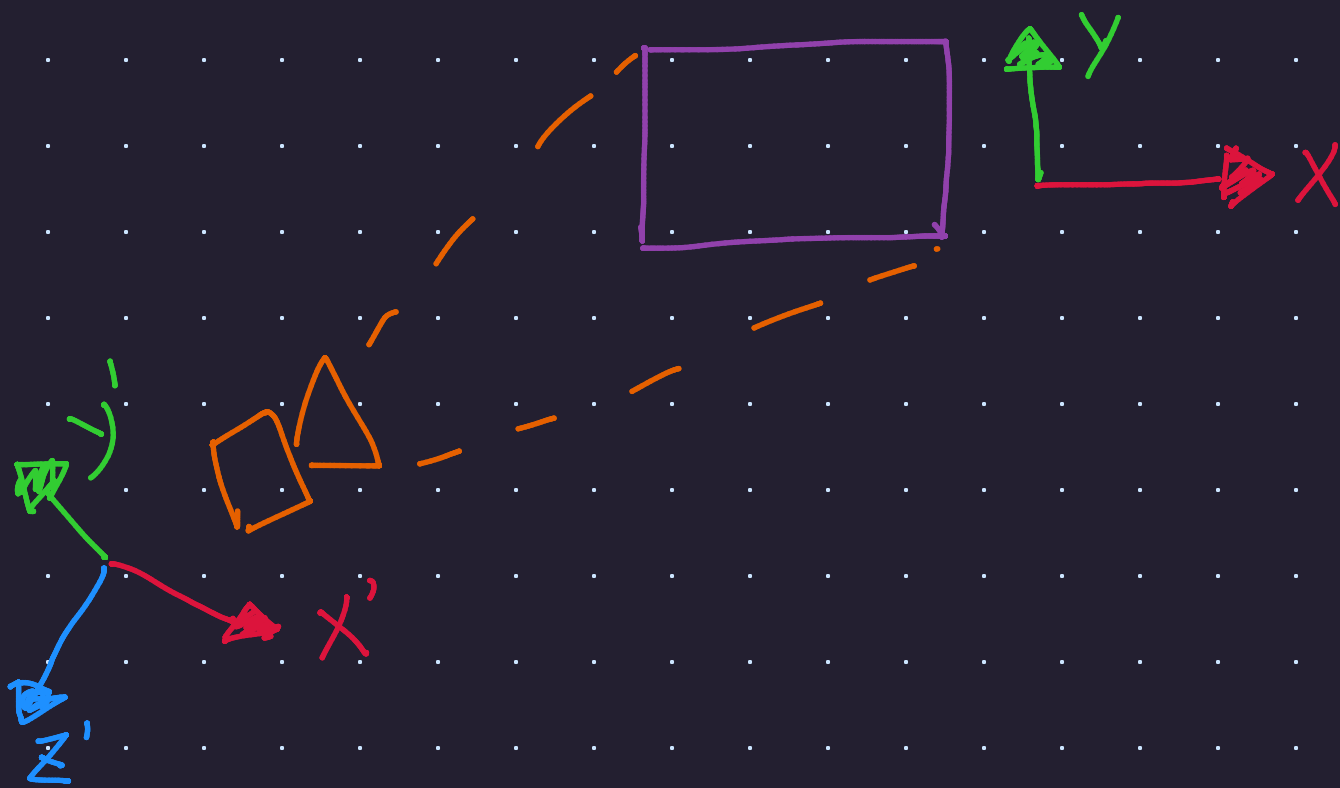


To move the viewport we actually need to move the camera.

But the camera exists in a 3D world, and the viewport is in 2D.



VTK gives access to the vectors  $y'$  (`camera.GetViewUp()`) and  $-z'$  (`camera.GetDirectionOfProjection()`).

The vector  $x'$  is the cross product of the other two.

To move the viewport in  $x$  and  $y$ , we just move the camera in  $x'$  and  $y'$  by the same amount times a scaling factor.

Remember that the focal point need to be moved as well.