

A05 – Perspective

This assignment (start from file `index.html`) is similar to the one in assignment 4. It requires to create a set of perspective projection matrices in file `perspective.js`. The type of perspective required each time, is specified in the comments of file `perspective.js`. By pressing the space bar, you can check whether your matrices matches the correct solution.

In this exercise you must write yourself (that is, not using a functionality provided by any library) the perspective projection matrix. You can however use library functions to create rotation matrices, scaling matrices, shear matrices, translation matrices, and to compute matrix products, inversion or transposition (even if they should not really be useful).