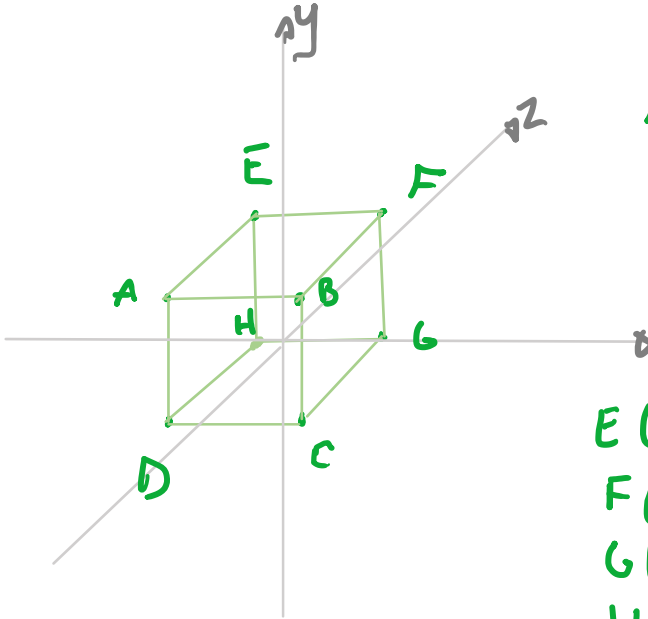


A(-1, 1, -1)

B(1, 1, -1)

C(1, -1, -1

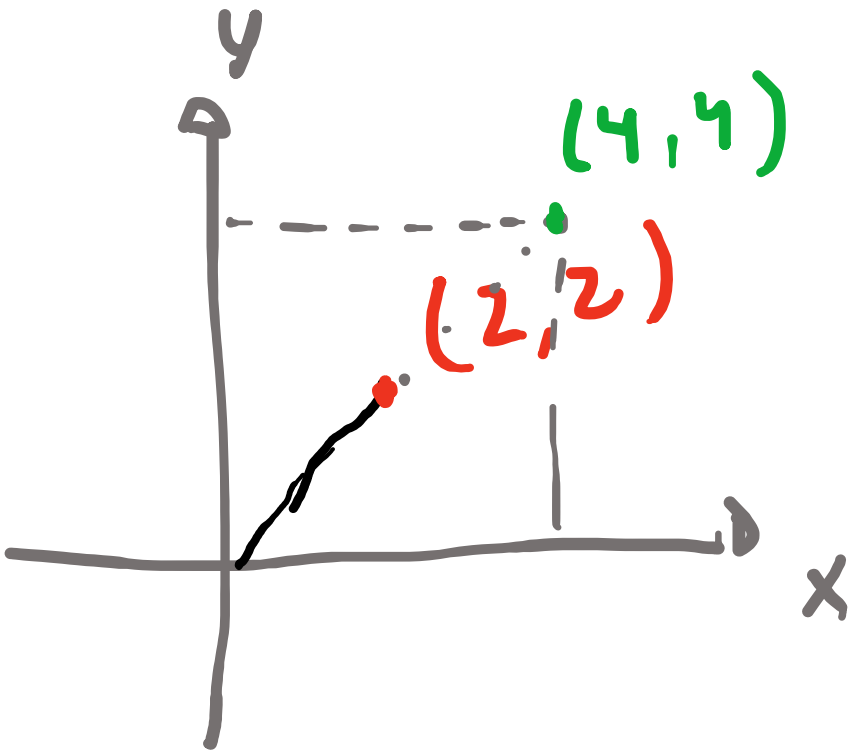
D(-1, -1, -1)

E(-1, 1, 1)

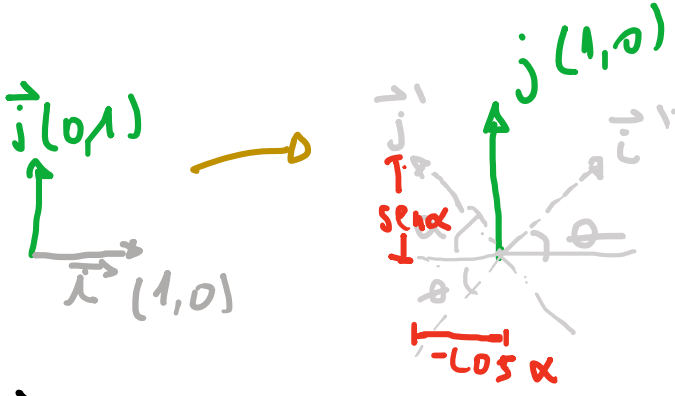
F(1, 1, 1)

G(1, -1, 1)

H(-1, -1, 1)



$(2,2) \cdot 2 = (4,4)$

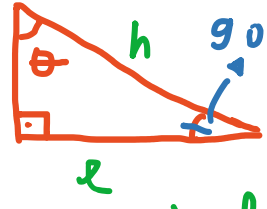


$\alpha + \theta = \frac{\pi}{2}$

$\operatorname{sen}\alpha = \cos\left(\frac{\pi}{2} - \theta\right)$

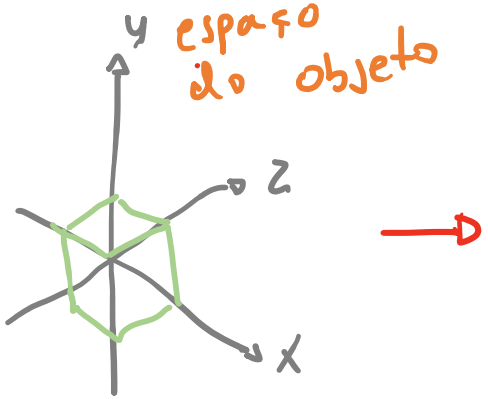
$\cos\alpha = \operatorname{sen}\left(\frac{\pi}{2} - \theta\right)$

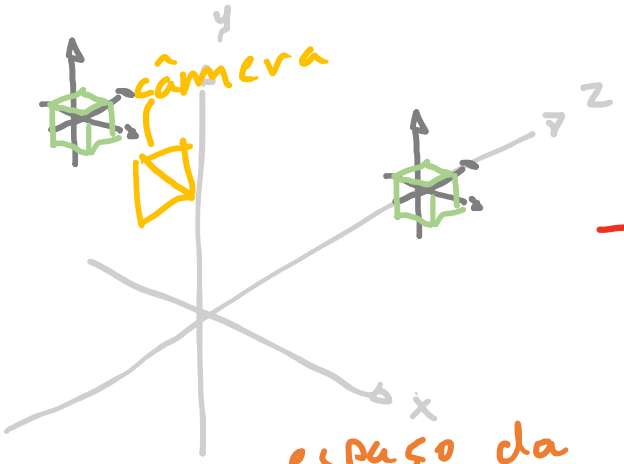
$\therefore \vec{j} = \begin{bmatrix} -\cos\alpha \\ \operatorname{sen}\alpha \end{bmatrix} = \begin{bmatrix} -\cos\left(\frac{\pi}{2} - \theta\right) \\ \operatorname{sen}\left(\frac{\pi}{2} - \theta\right) \end{bmatrix} =$

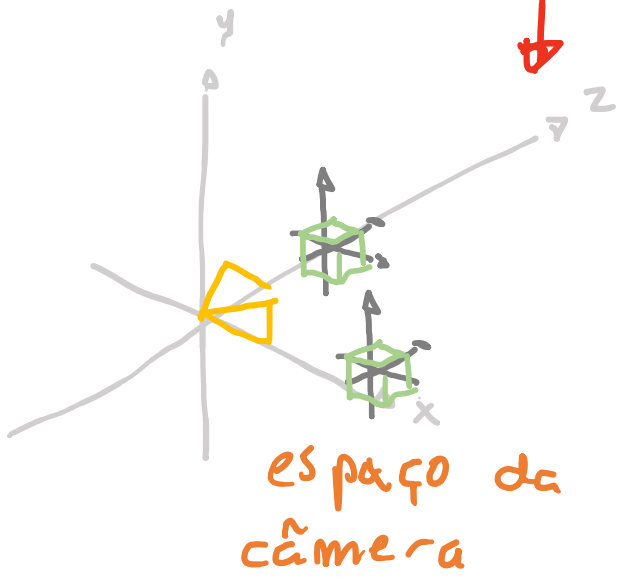


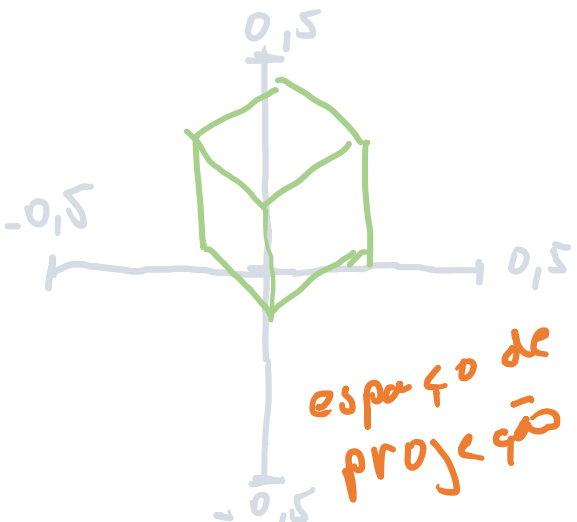
$\operatorname{sen}\theta = \cos(90 - \theta) = \frac{\ell}{h}$

$\therefore \vec{j} = \begin{bmatrix} -\operatorname{sen}\theta \\ \cos\theta \end{bmatrix}$


y espaço do objeto
z
x


y
câmera
z
x
espaço da cena


y
z
x
espaço da câmera


0,5
-0,5
0,5
-0,5
espaço de projeção