

I need help in creating my 4x4 perspective matrix. I'd like to use this for transforming x, y, z, w in some texture mapping code I got from Graphics Gems

I. I have many books which talk about this, but none of them in simple plain english. If you have Graphics Gems I, I'm talking about page 678.

I'd like to have a perspective matrix that handles different field-of-views and aspect of course. Thank's for your help.

Yes, of course everything I say is my personal opinion!

Robert J.C. Kyanko (rob@rjck.oau.org or rob@rjck.UUCP)