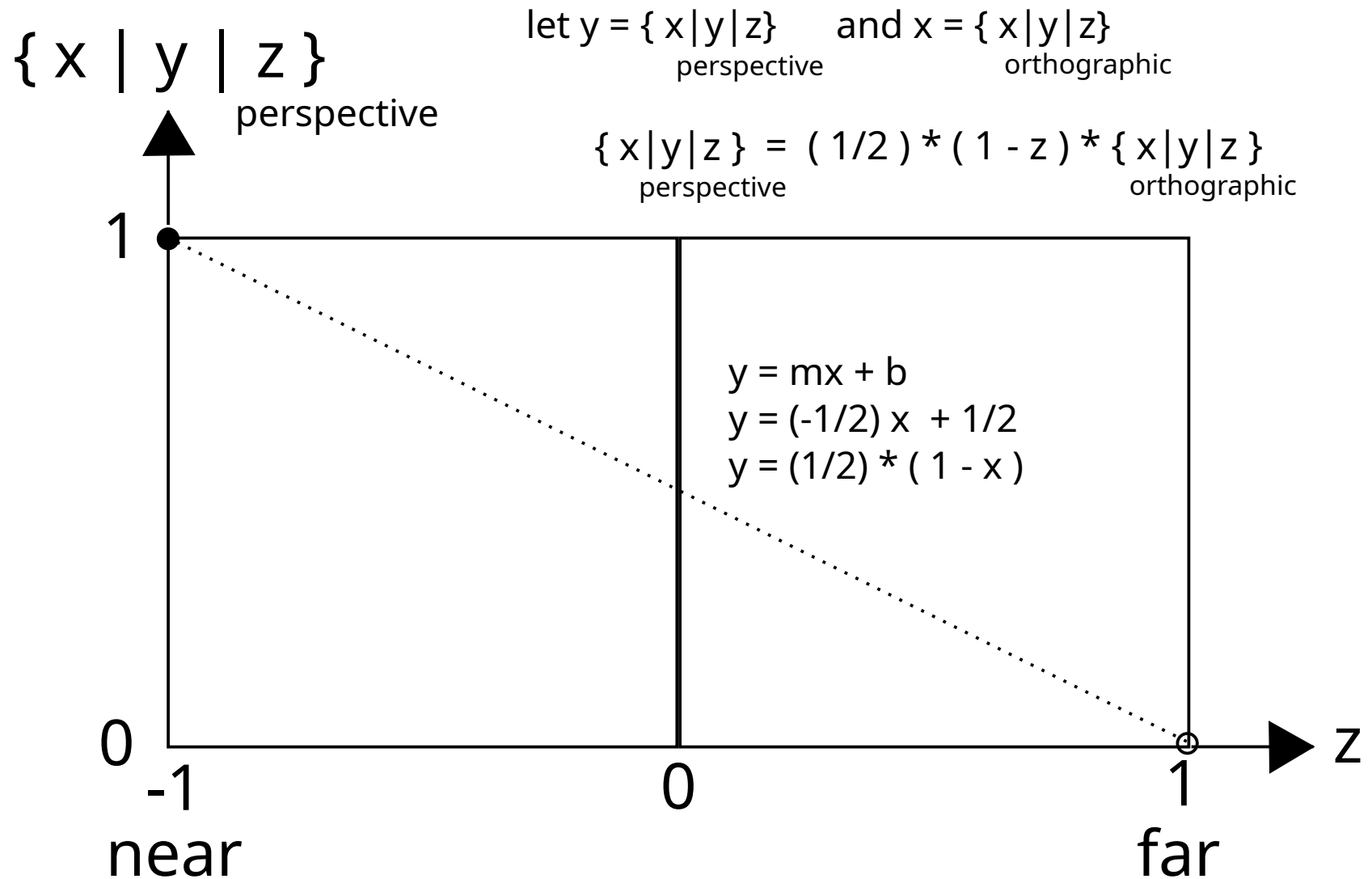


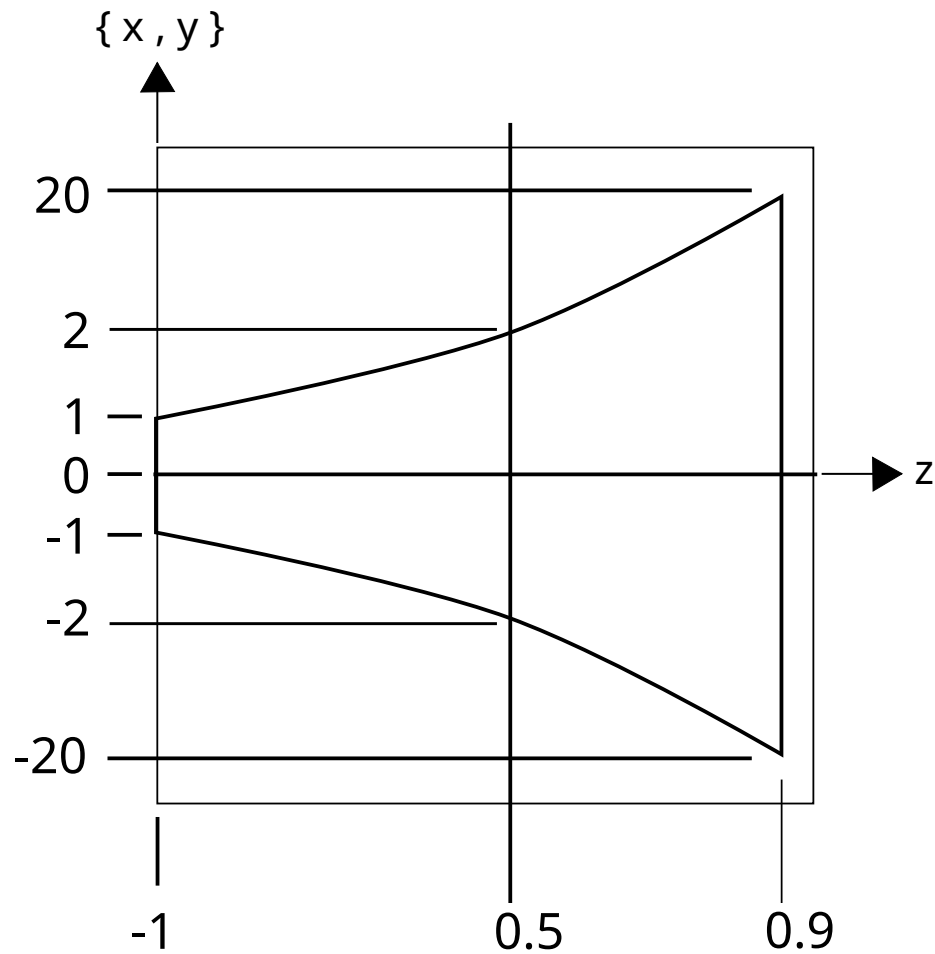
WebGL (Open GL ES 2) graphics engineering

Perspective Function



WebGL (Open GL ES 2) graphics engineering

Frustum - Field of View



range[left/bottom , top/right]

At $z = -1$, range $[-1, 1]$

$$y = (1/2) * (1 - x) = (1/2) * (1 - (-1)) = 1$$

At $z = 0$

$$y = (1/2) * (1 - x) = (1/2) * (1 - 0) = 1/2$$

$$\text{range}[-1, 1] / (1/2) = [-2, 2]$$

At $z = 1$

$$y = (1/2) * (0) = 0, \text{ range is infinity}$$

At $z = 0.9$

$$y = (1/2) * (1 - 0.9) = (1/2) * (1/10) = 1/20$$

$$\text{range}[-1, 1] / (1/20) = [-20, 20]$$