

PoV y SCENE

Handles Matrix

$$\begin{bmatrix} p_1 & p_2 & p_3 & p_4 \\ r_1 & r_2 & r_3 & r_4 \\ s_1 & s_2 & s_3 & s_4 \\ \emptyset & \emptyset & \emptyset & 1 \end{bmatrix}$$

transformation
matrix
Matrix 4x4

