I found the ideas behind perspective projection interesting. It was interesting to see how they proved that having a circle drawn through three projected points equates to an ellipse. I also found the perspective n-point problem interesting. The chapter discusses the solution to the three point problem, which is all that is needed to solve the rest of the problem, as anything above three points will have solutions. It was interesting to see that weak perspective projection is better than full perspective projection when there are only three points, and full perspective projection being better at every other level. The chapter talked about how with the system of equations, although it may seem like it's very complicated, reasoning through and solving the equations would result in at most only four real solutions which drastically cuts down on time. Overall, I found the overall ideas behind perspective projection interesting. One thing that I didn’t particularly like is that they implied that the reader already knew some more complex math concepts. During some reasoning the authors used math concepts like cosine rule equations and their characteristics. Not being the most advanced at math I had a harder time understanding this bit.