I found the pinhole camera model interesting. It was interesting to see how this model is the standard projection model. In this model straight lines are mapped to straight lines, length is not the same, and angles are not preserved. It is also interesting how this model causes parallel lines to not stay parallel and have the vanishing point. The other types of transformation were also interesting to look at. Along with the three basic ones like translation, rotation, and scaling there was also rigid body transformation, similarity transformation which preserved angles, affine transformation which preserved parallel lines but not angles. There was also projective transformation which had the most parameters. I also found it interesting that it is possible to model infinitively distant points using finite coordinates. I didn’t think that it is possible to model infinity. It was interesting learning about homogenous coordinates and how they can help model points and simplify mathematical expressions. Overall this video was good at explaining the concept and providing examples. It was also interesting looking at the other methods of transformation which are not as common and translation, rotation, and scaling.