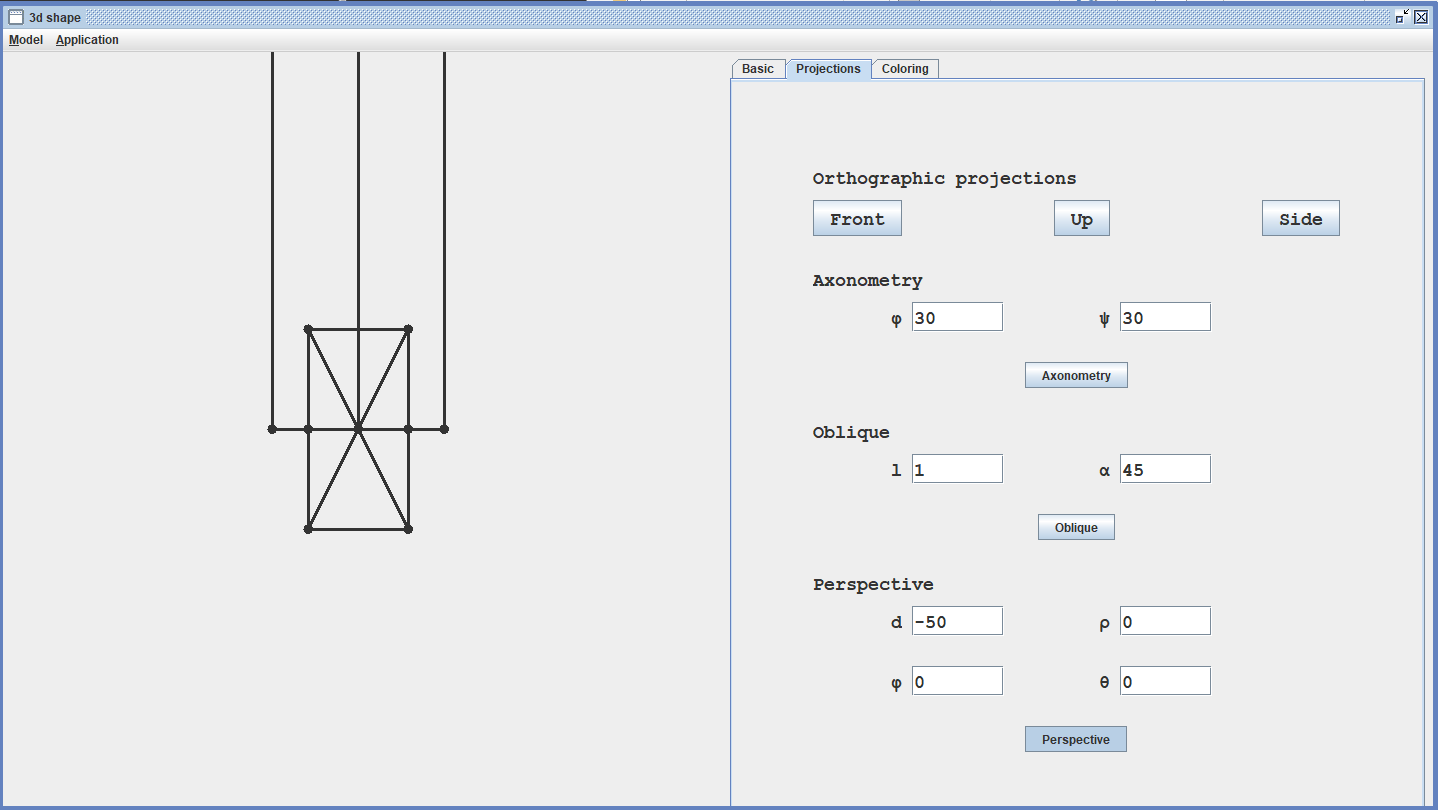
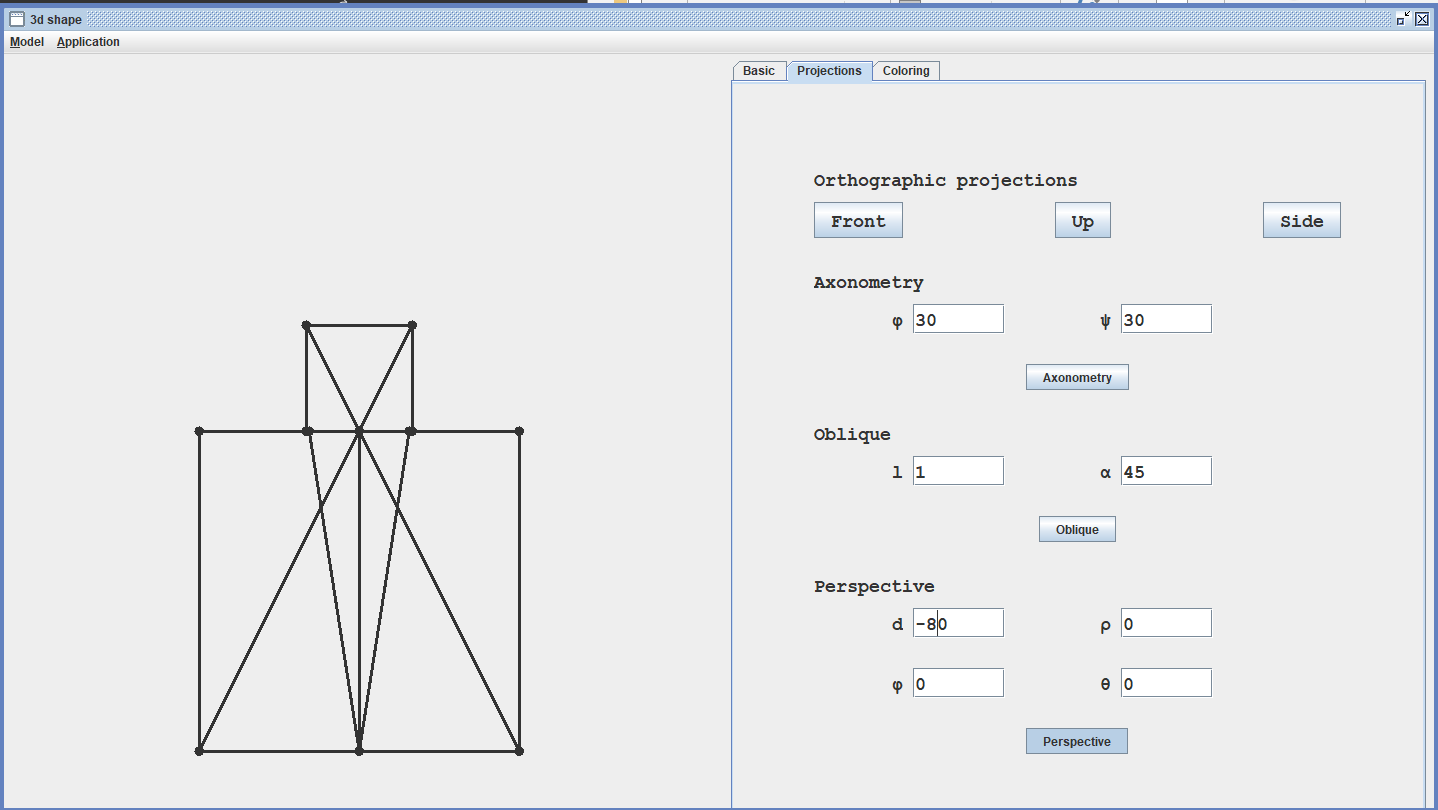
**Двигаем объект по оси Z**

Длина стороны a = 100

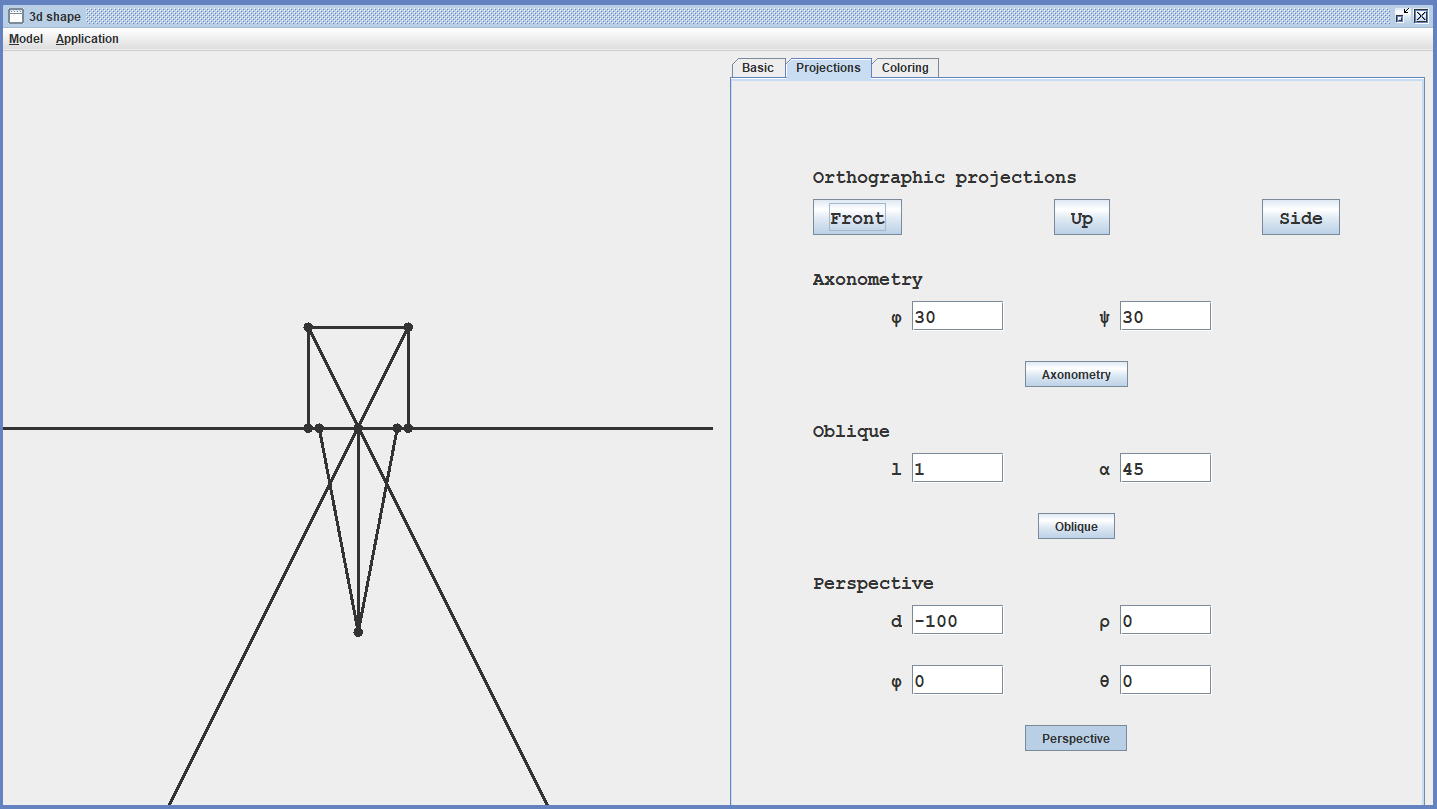
dz = 0



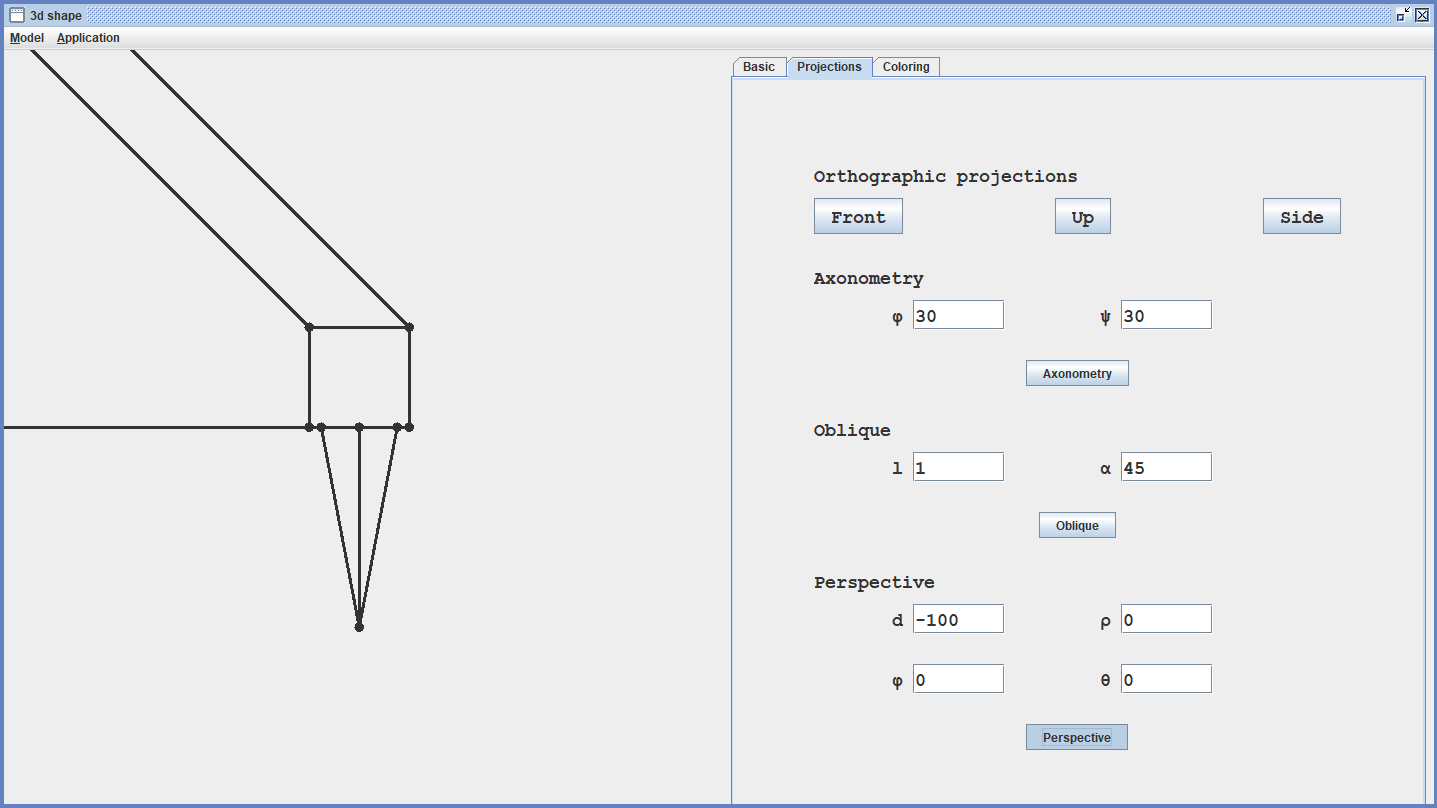
dz = 25



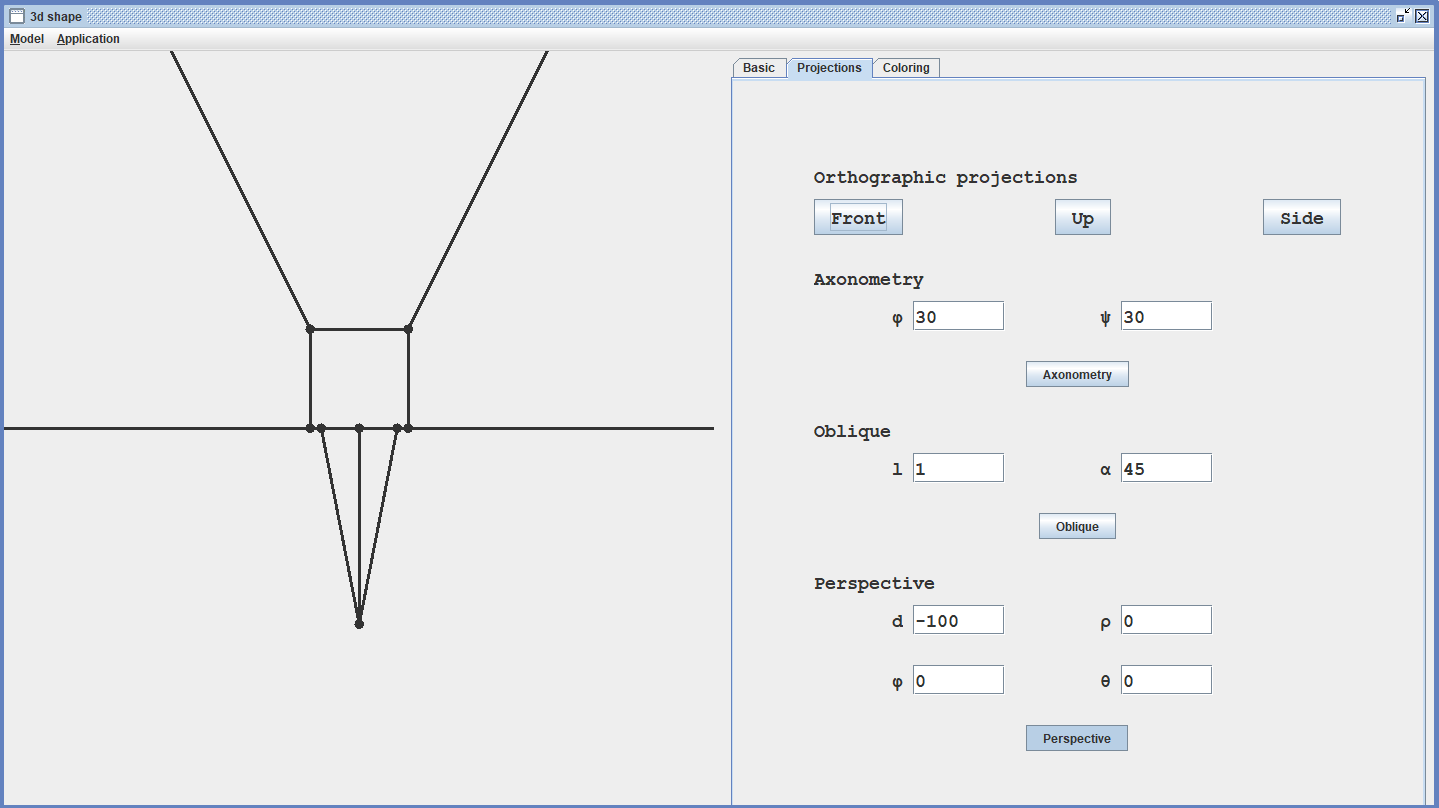
dz = 49



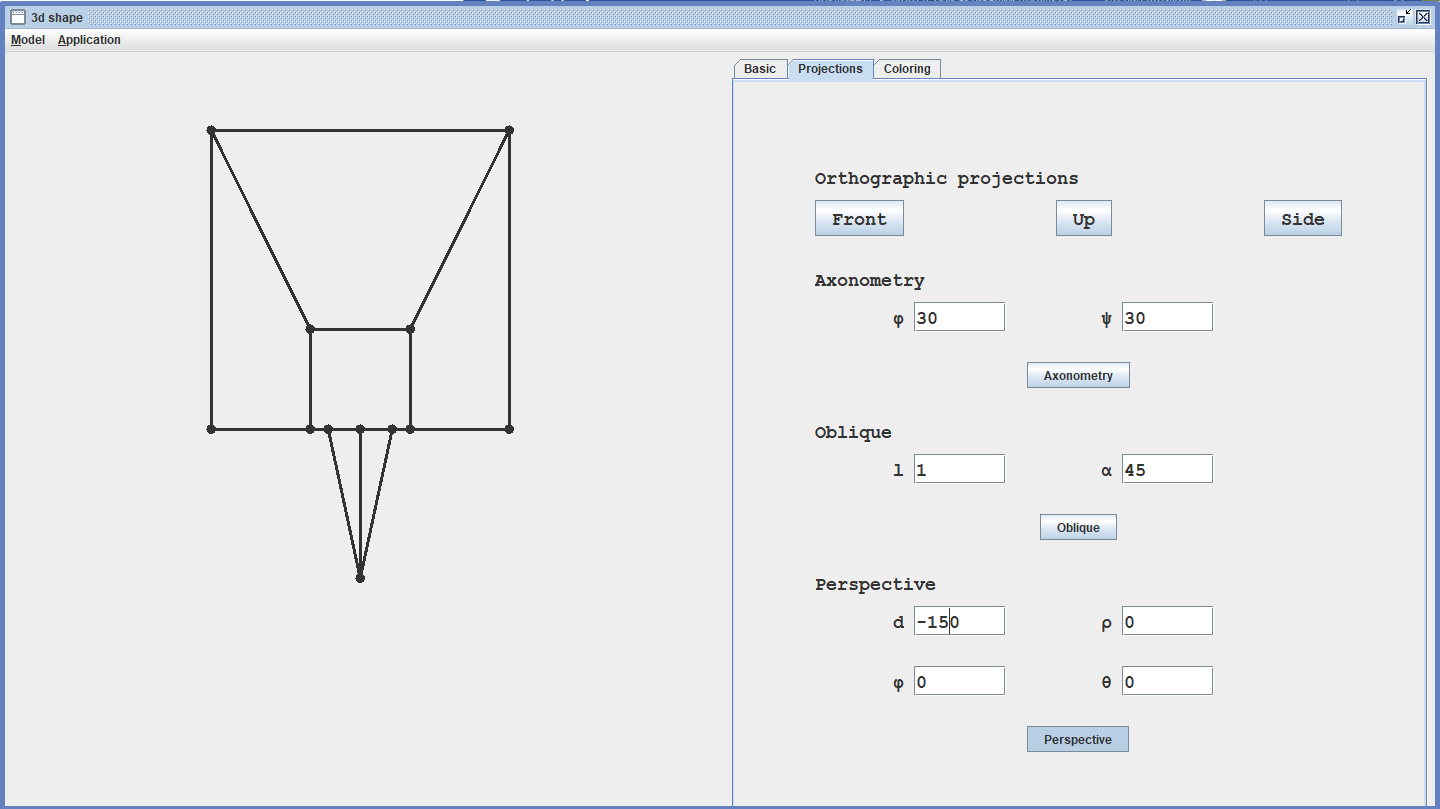
dz = 50



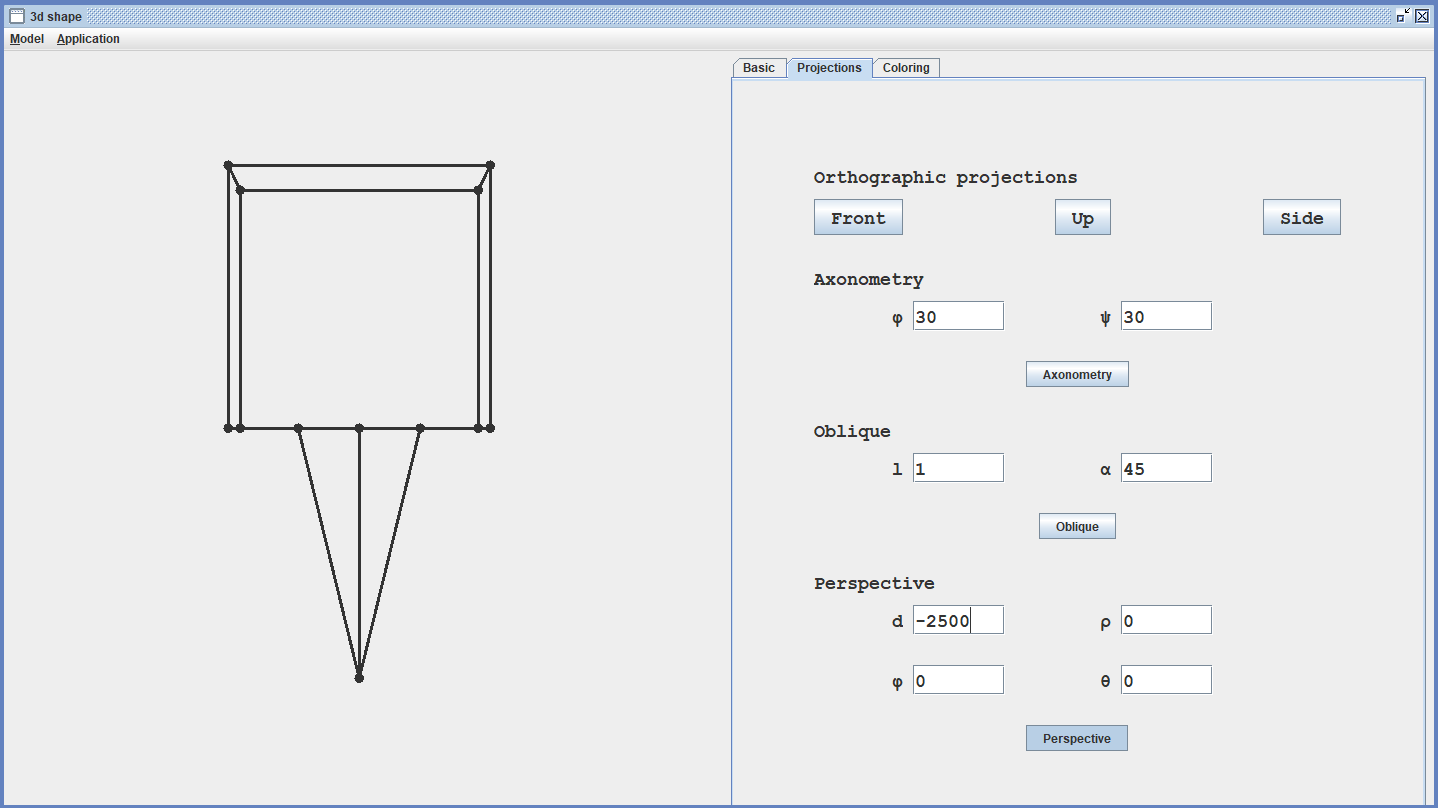
dz = 51



dz = 100

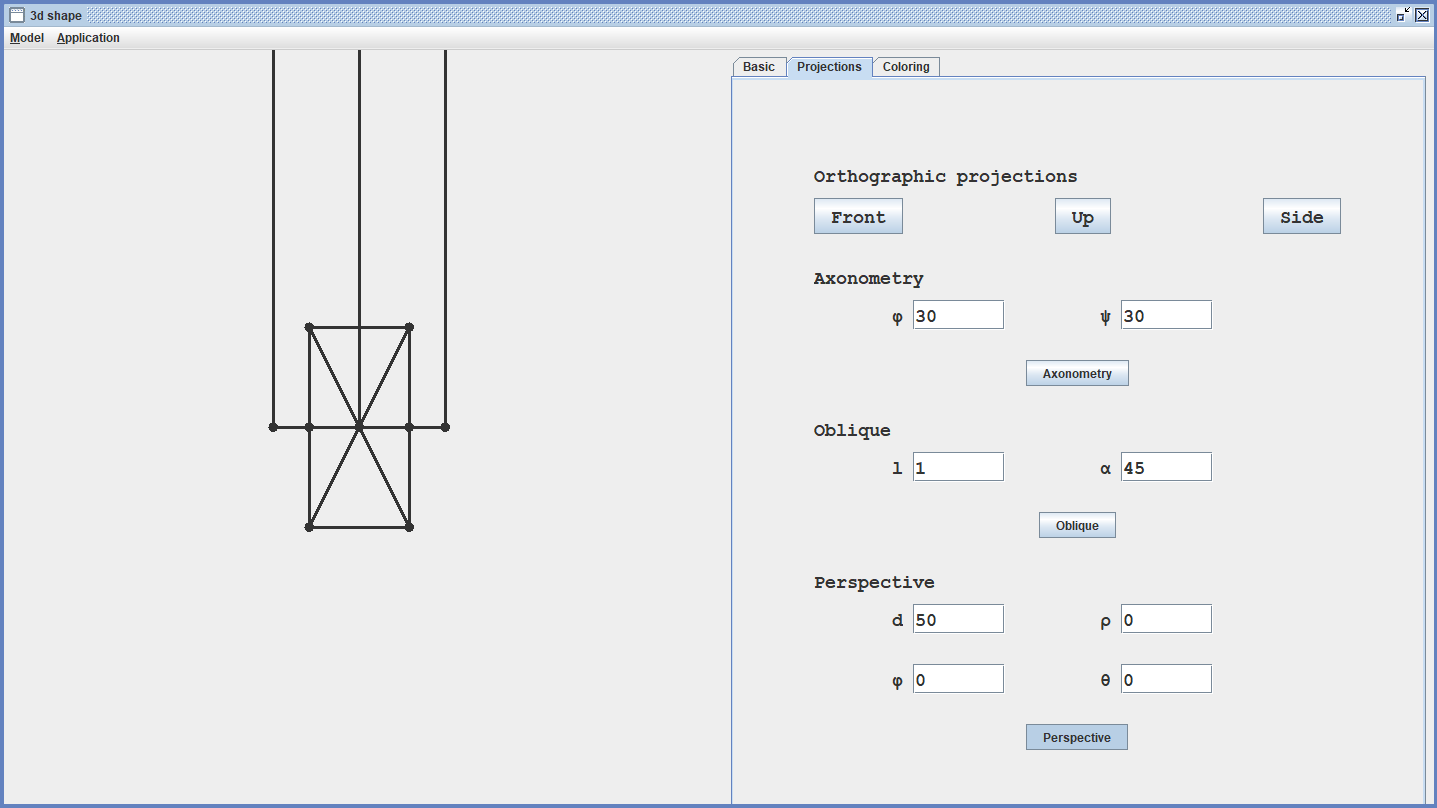


dz = 1000

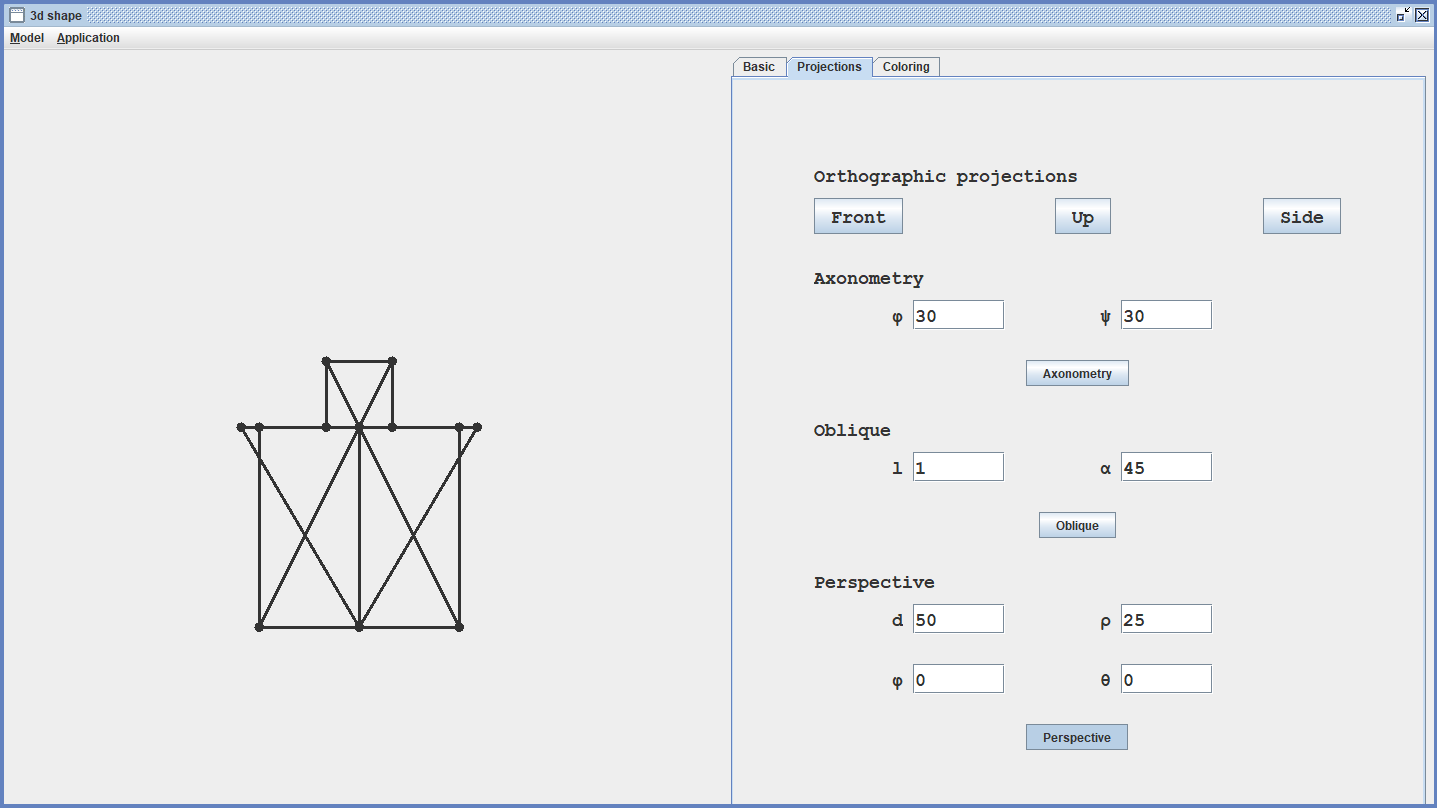


**Двигаем точку зрения по оси Z**

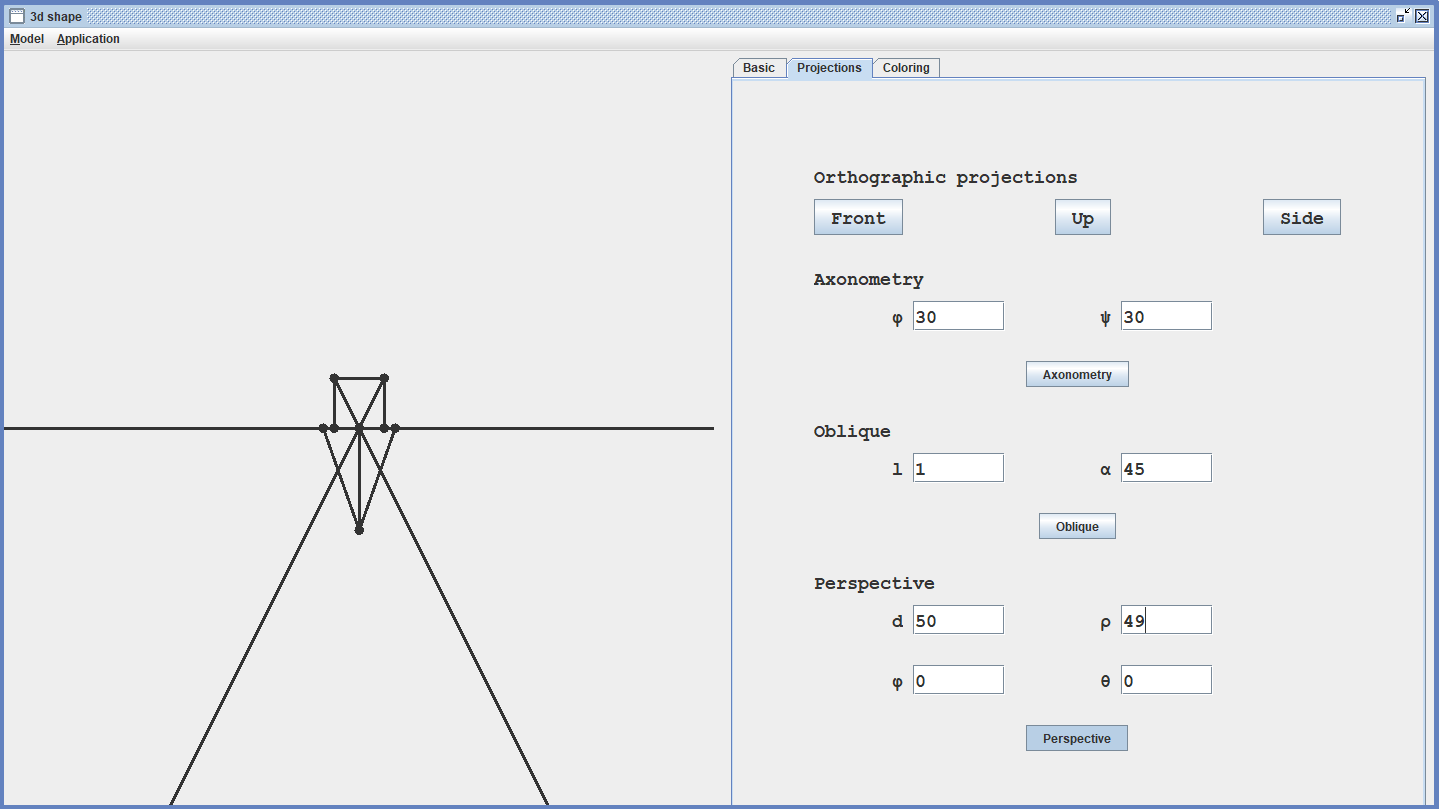
p = 0



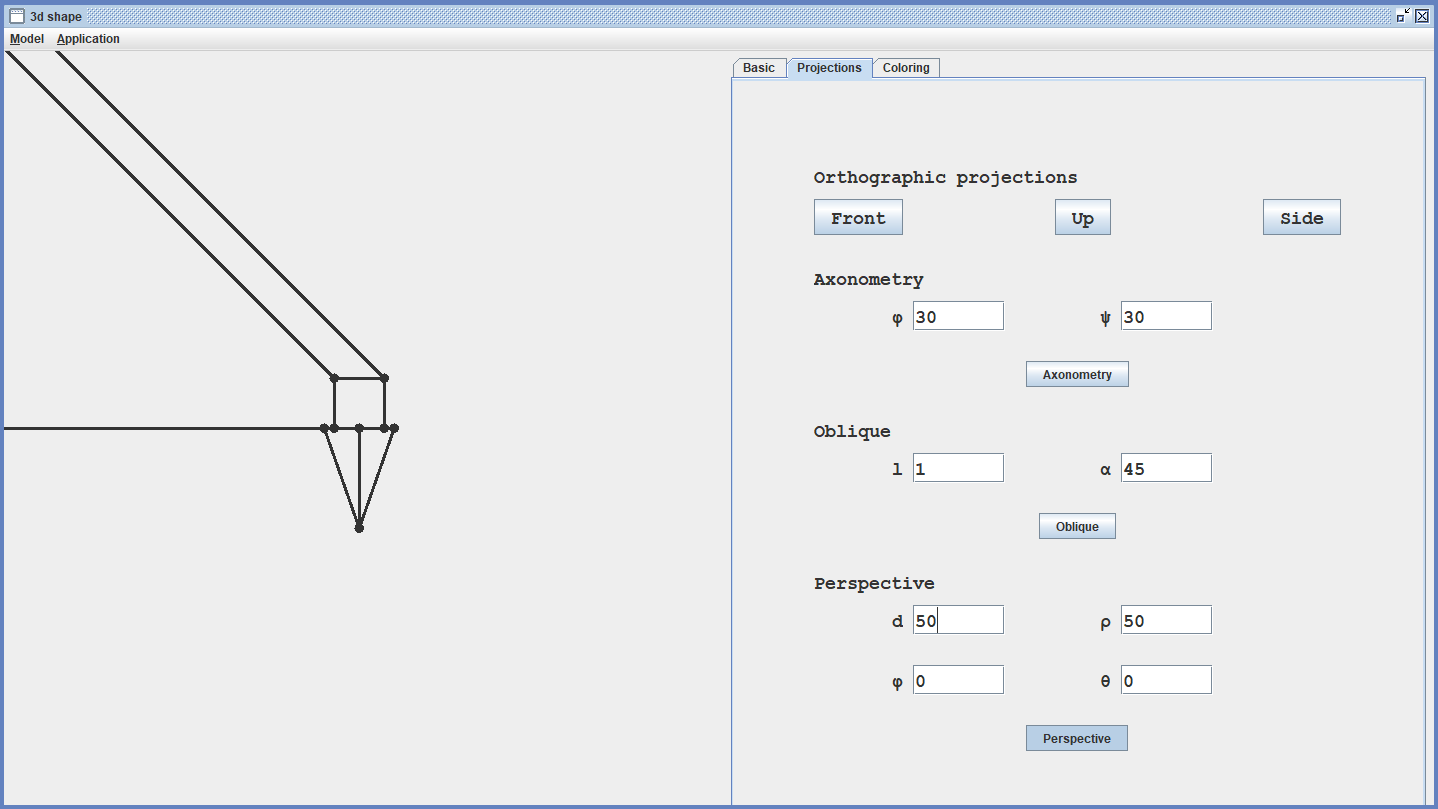
p = 25



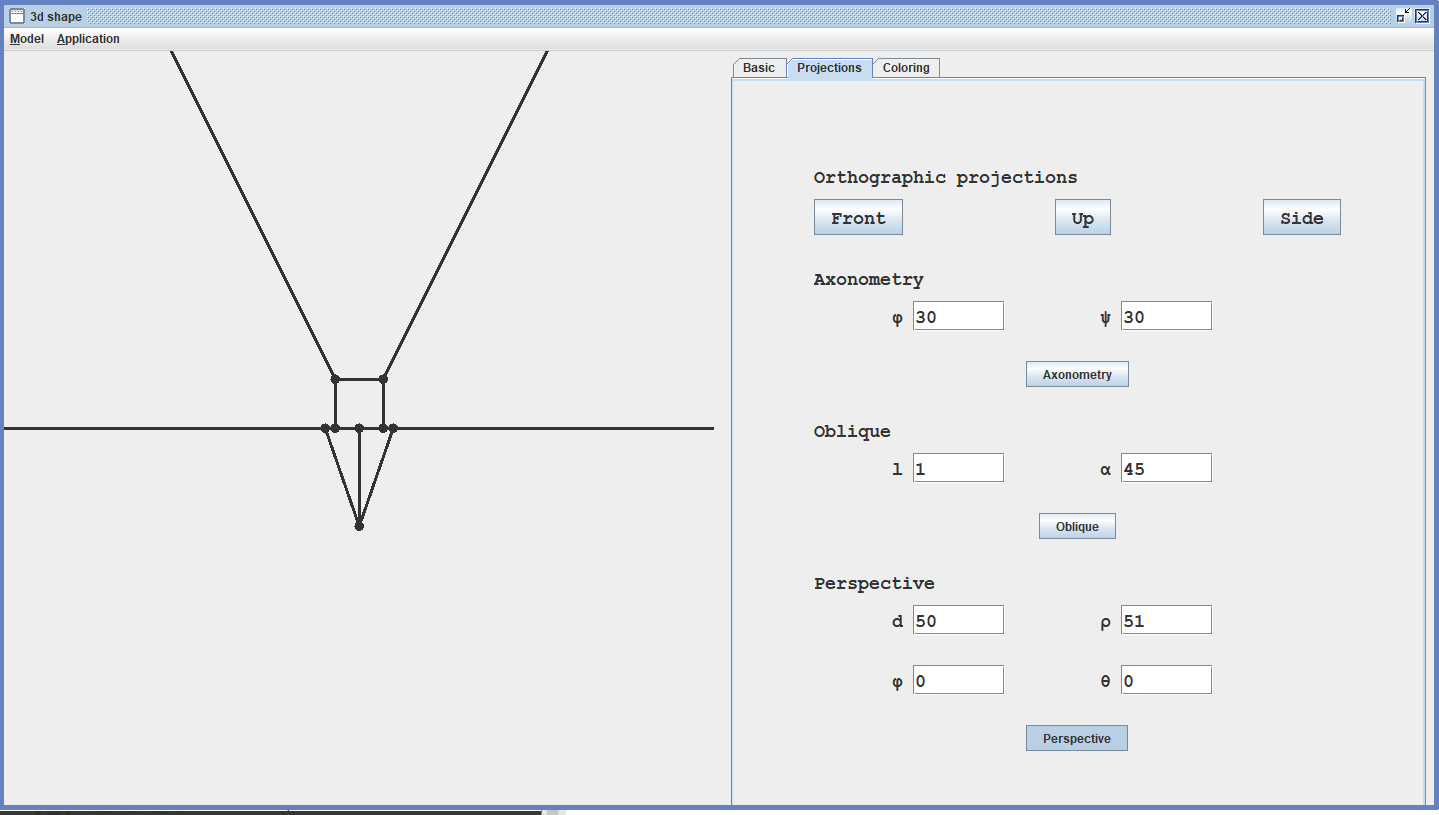
p = 49



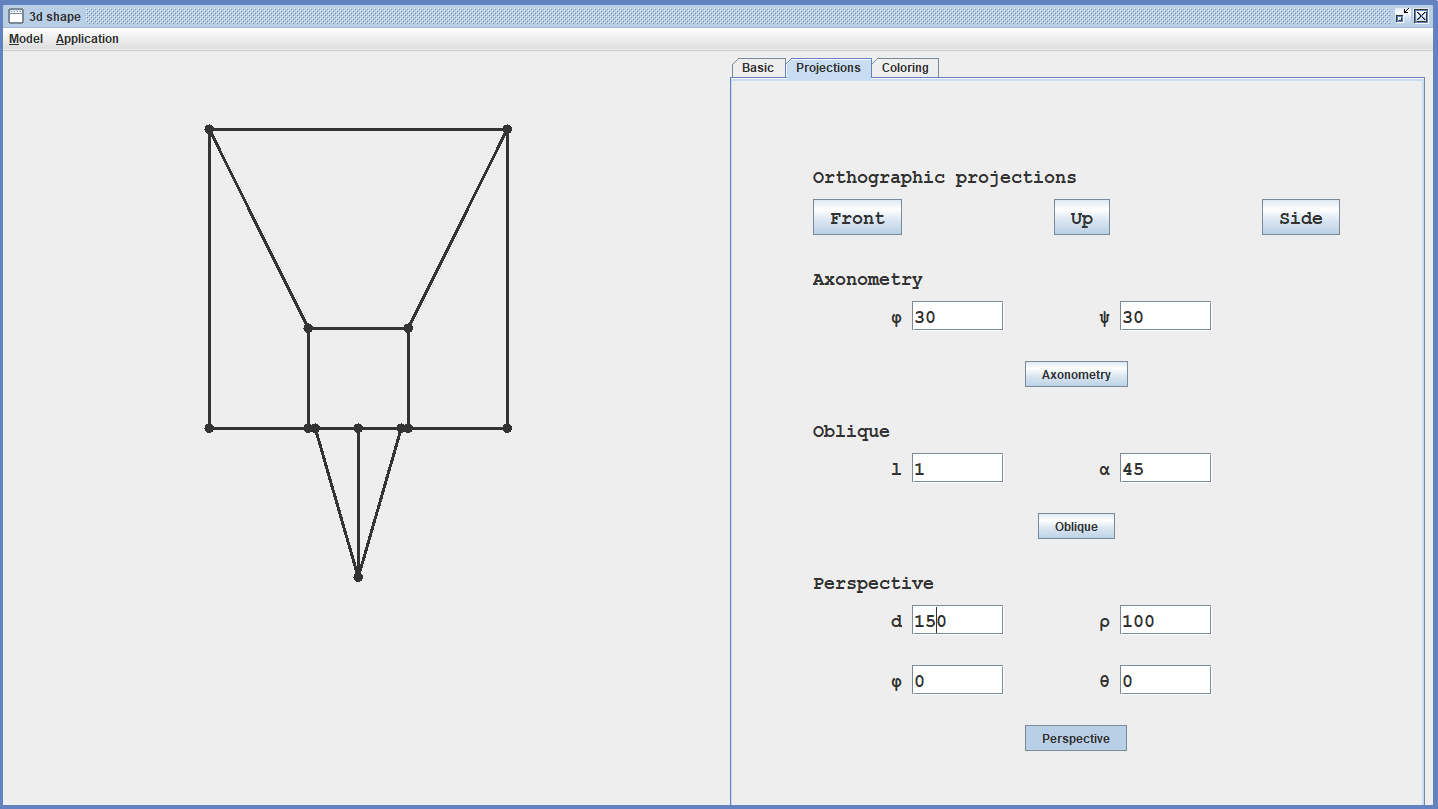
p = 50



p = 51



p = 100



p = 1000

