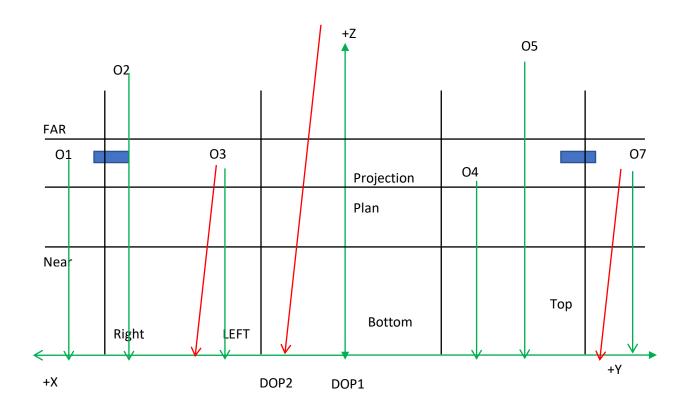
Parallel Projection Camera

For example, aerial photography

Reflection is ~parallel

View volume is a box



Eye