

Indexed Geometry

~~set~~ of points
array

list of faces

↳ list of indices of
points

Projection

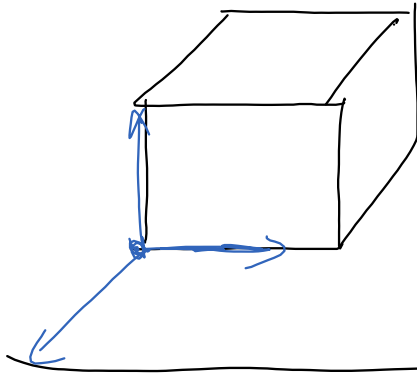
- parallel projection
(ignore z)

orthographic

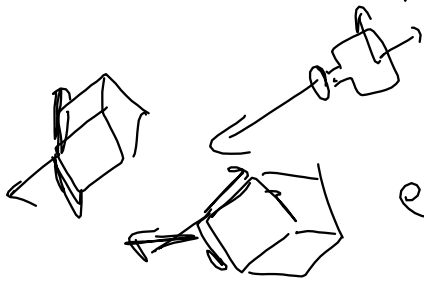
(no vanishing points)

- perspective projection

Model Space



World Space : Common origin,
axes

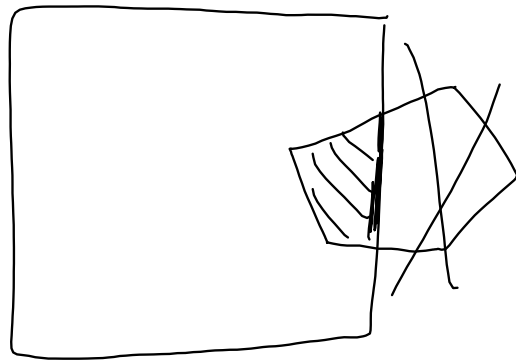


each object is transformed
including the camera

View Space: Camera @ origin
faces down some axis

Projection Space: map visible
objects into $-1 \dots 1$
coordinates

aka: Clip space
NDC - Normalized Display
Coordinates



Perspective

