

# Introduction to Computer Graphics

Farhana Bandukwala, PhD

Lecture 10: Projections

# Outline

- Viewing 3D world on 2D displays
- Perspective projection
- Parallel projection
- Cameras and clipping planes

# Viewing 3D World on 2D plane

- To view 3D, need to project points onto 2D view plane
- Scene or view volume
- Window: projection plane
- Viewport: display plane
- Projection: intersection of projectors w/window
- Center of projection: focal point for all projectors

