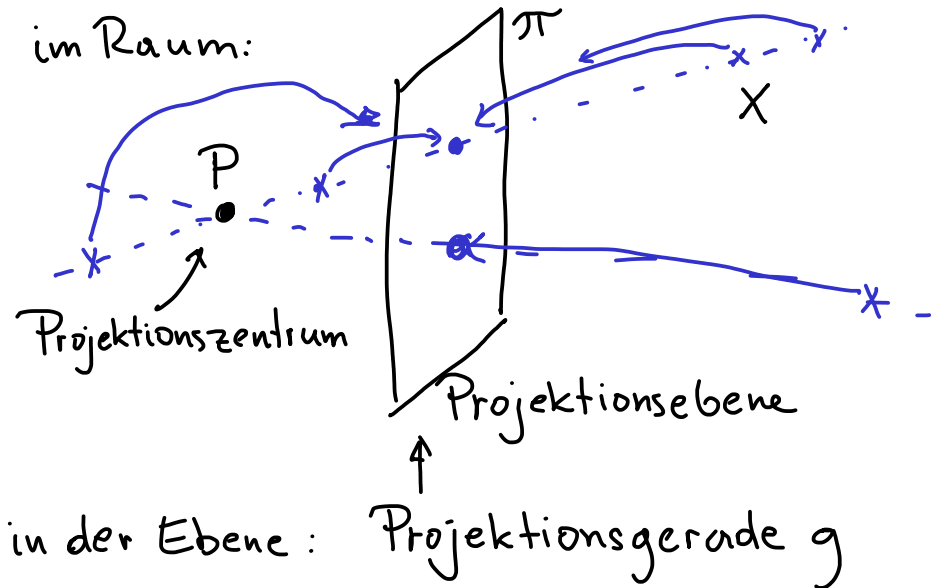


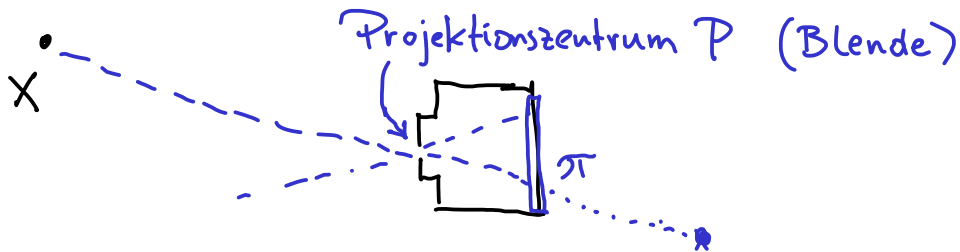
Projektionen

1. Zentralprojektion

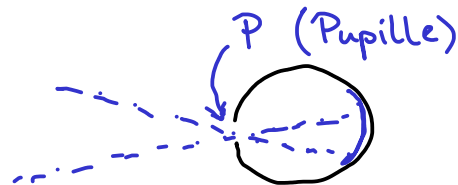


$$X \mapsto (X \times P) \times g$$

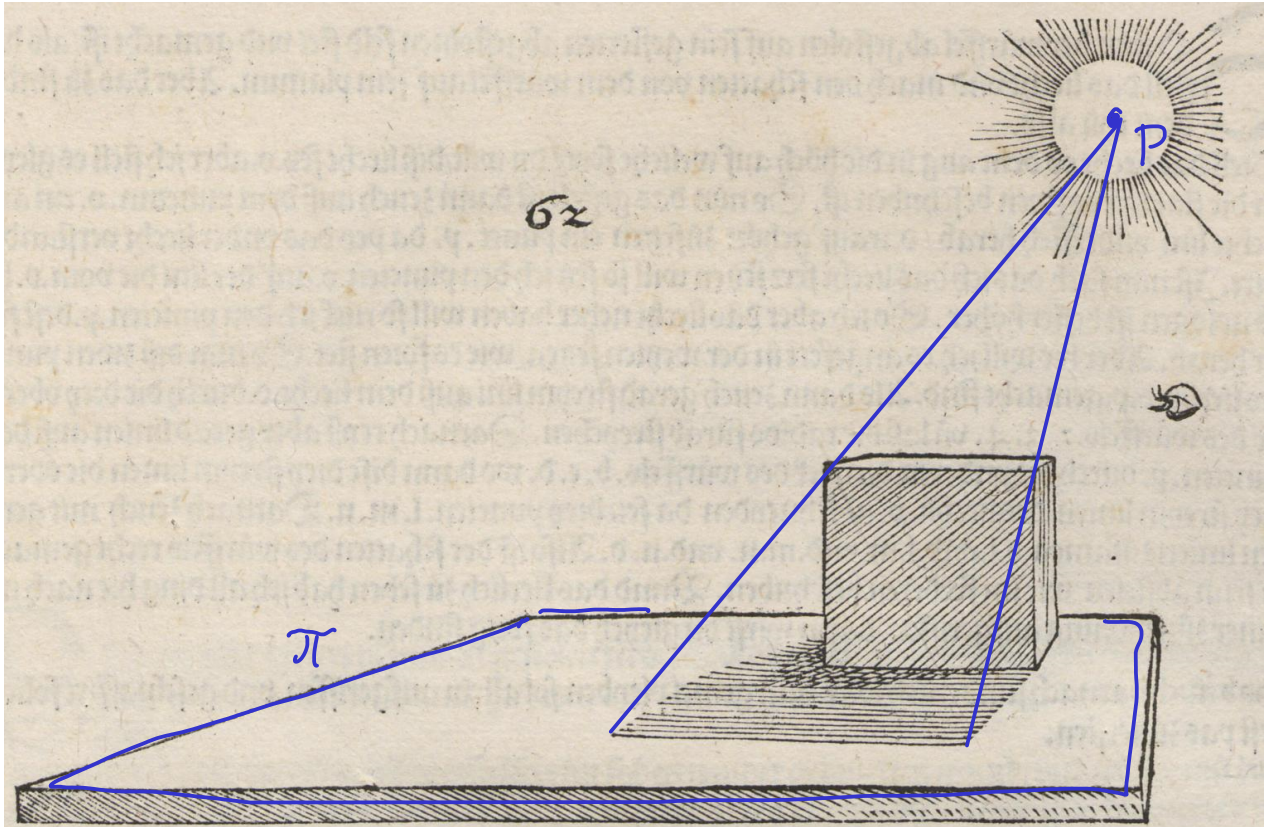
Beispiel: Kamera



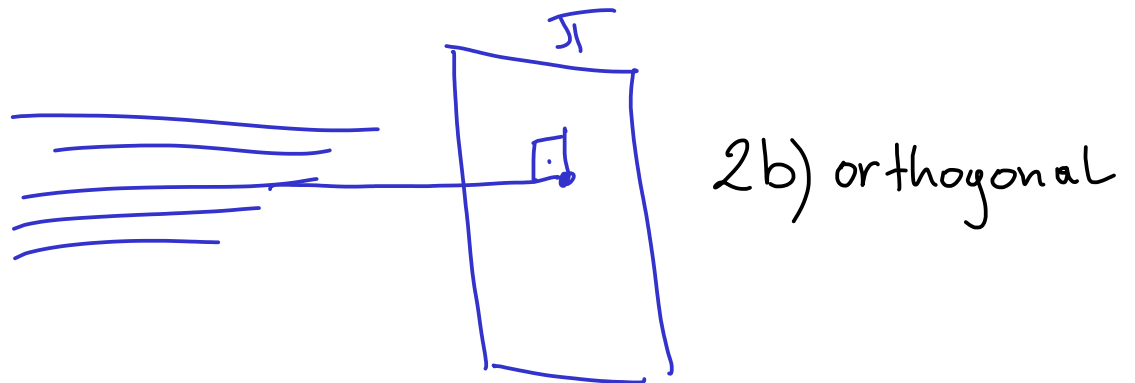
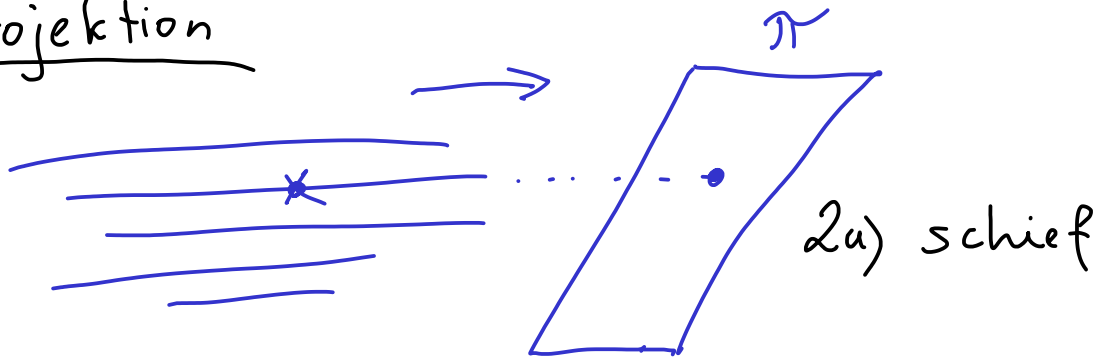
Beispiel: Auge



Beispiel: Schatten



2. Parallelprojektion



Die Projektionsebene in der Computergrafik

