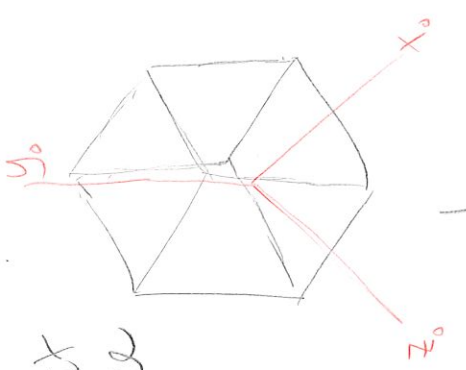


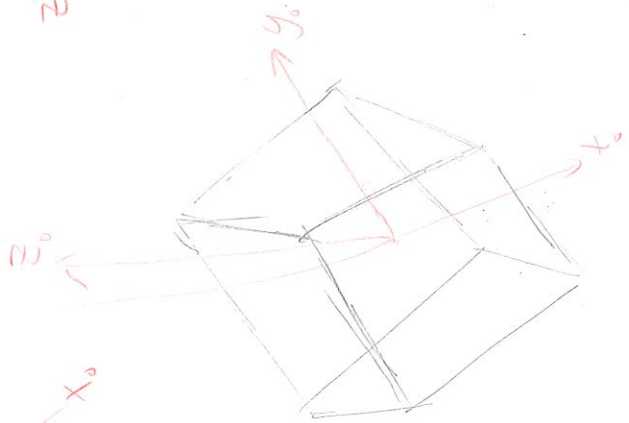
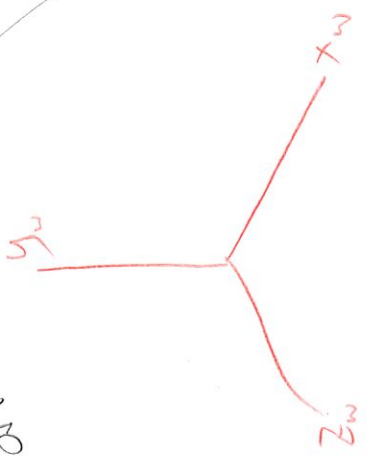
15.2

Object Space



MODEL

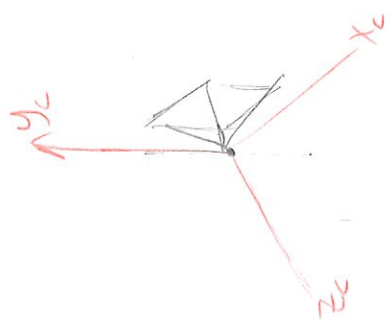
World Space



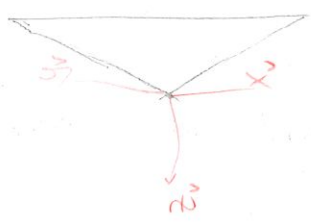
VIEW (camera)



Camera Space



PROJECTION



VIEWPORT

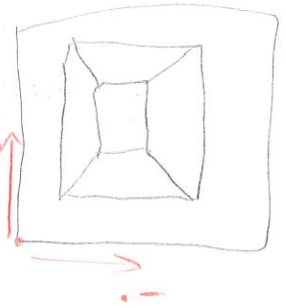
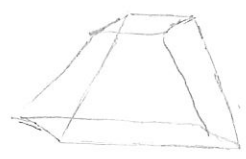


Image Space

Normalized Device Coordinates



Canonical View Volume

