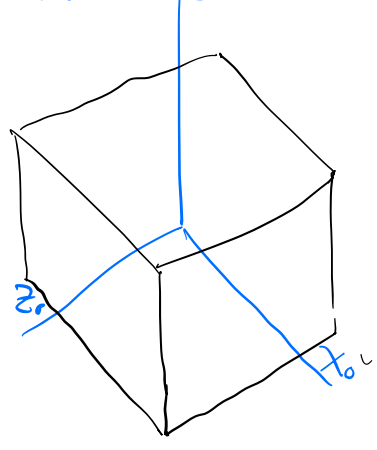
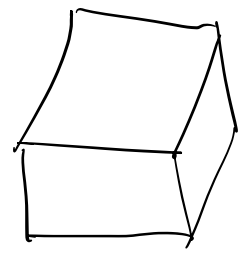
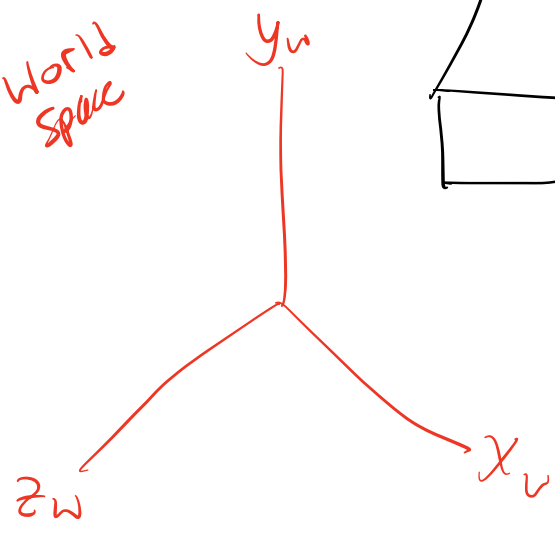


Model (object)
Space



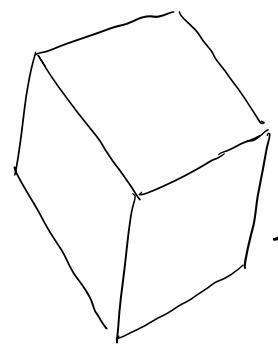
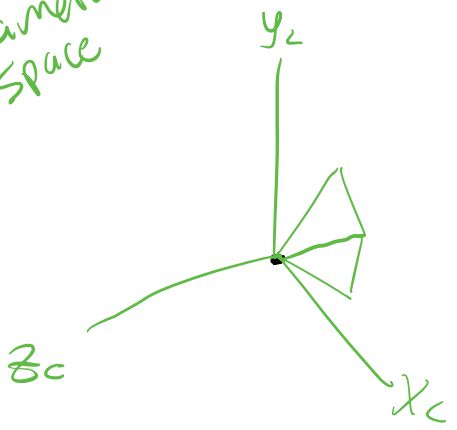
MODEL

World
Space

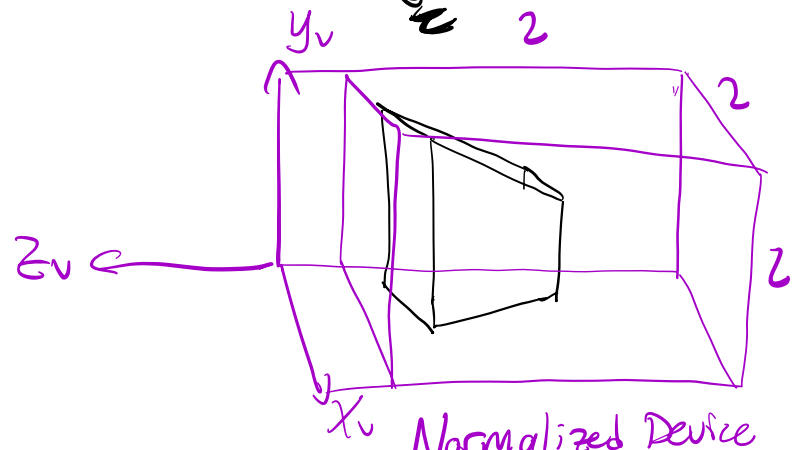


VIEW
(CAMERA)

Camera
Space

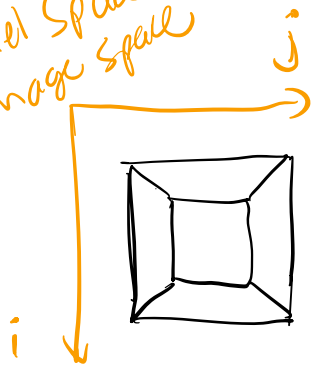


PROJECTION



VIEWPORT

Pixel Space
Image Space



Normalized Device
Coordinates
or
Clip Space
or
Canonical view volume