

Coordenadas Homogêneas e Geometria Projetiva

Maria Cristina F. de Oliveira

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Fonte: <http://www.tomdalling.com/blog/modern-opengl/explaining-homogenous-coordinates-and-projective-geometry/>

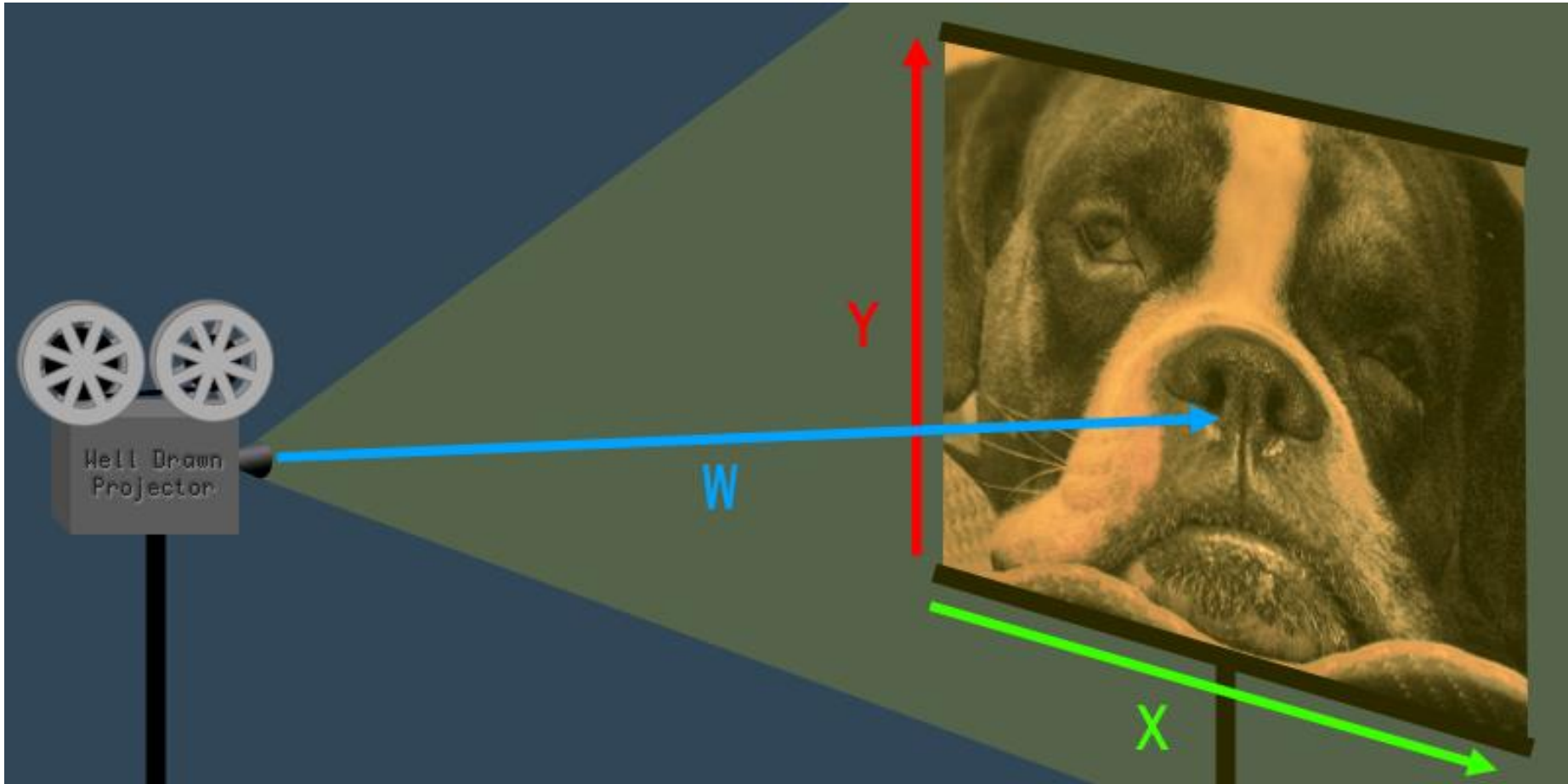


Well Drawn
Projector

Y

X







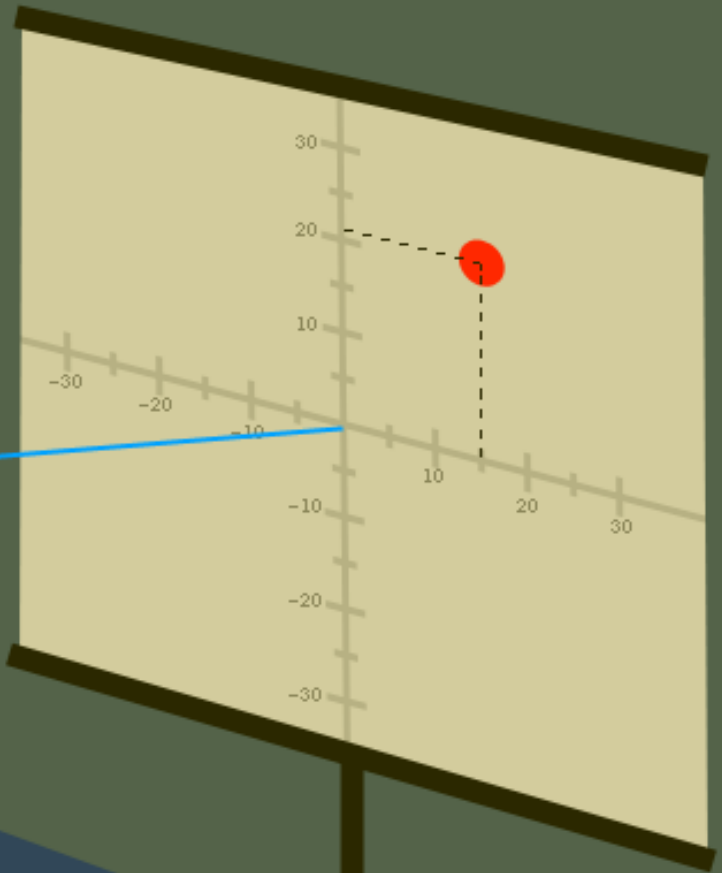
Hell Drawn
Projector





Well Drawn
Projector

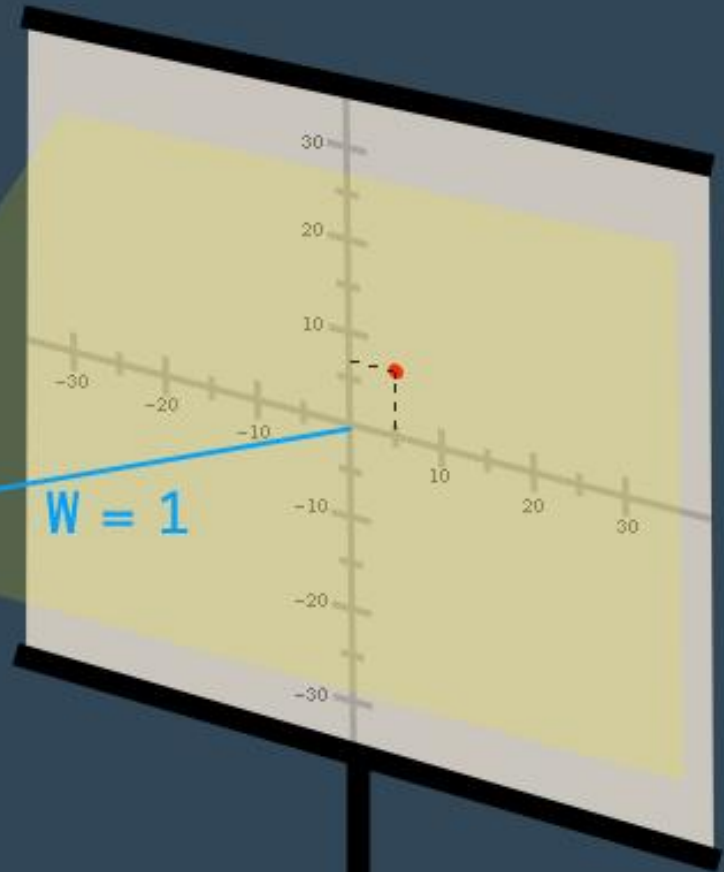
$$W = 3$$





Hell Drawn
Projector

$$W = 1$$



Perspectiva



Perspectiva

