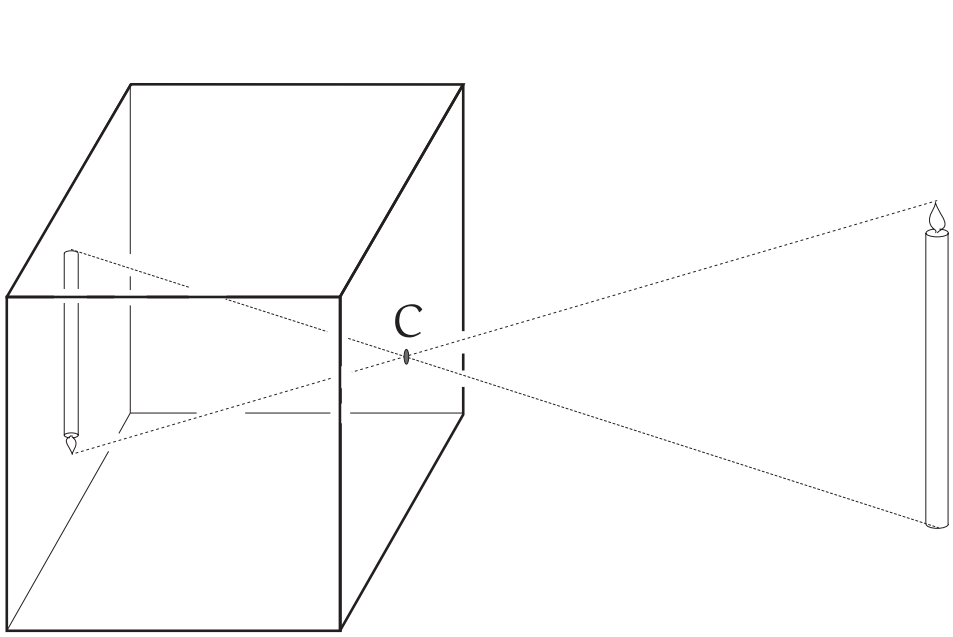
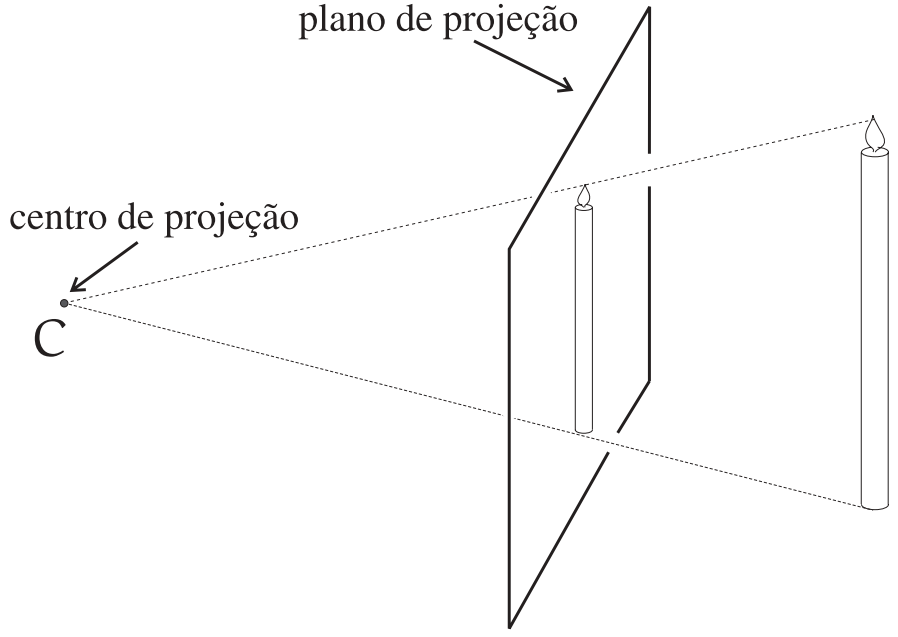


(a)



(b)

Figura 1. Câmera de furo (a); Modelo de câmera (b).

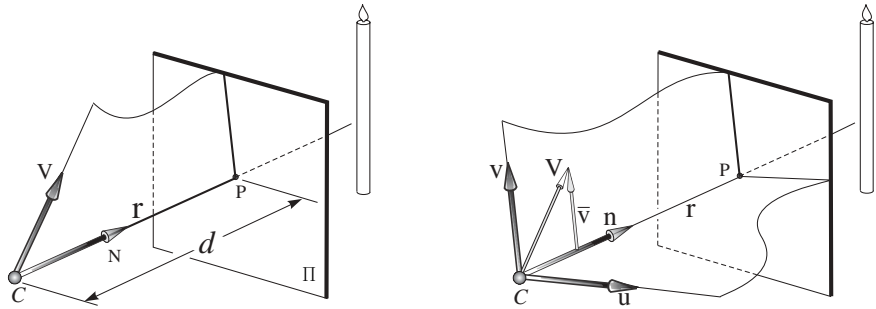


Figura 2. Vetor de visão, vetor vertical e distância focal (a); sistema de coordenadas da câmera virtual (b).

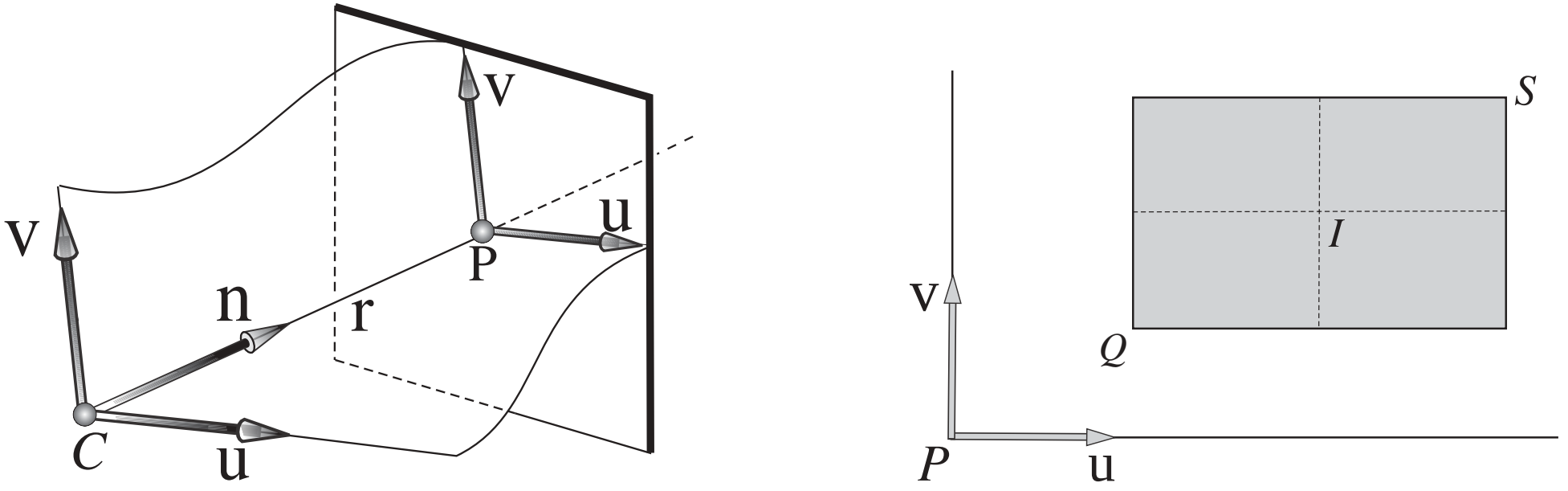
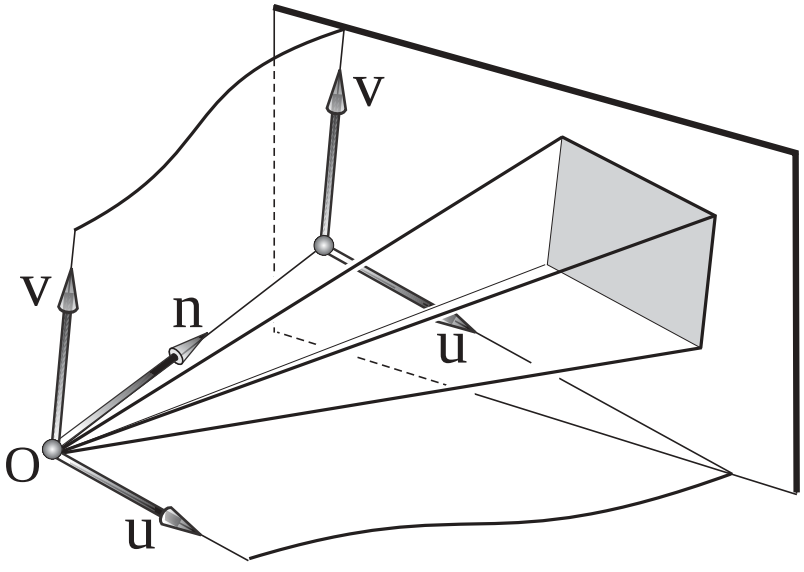
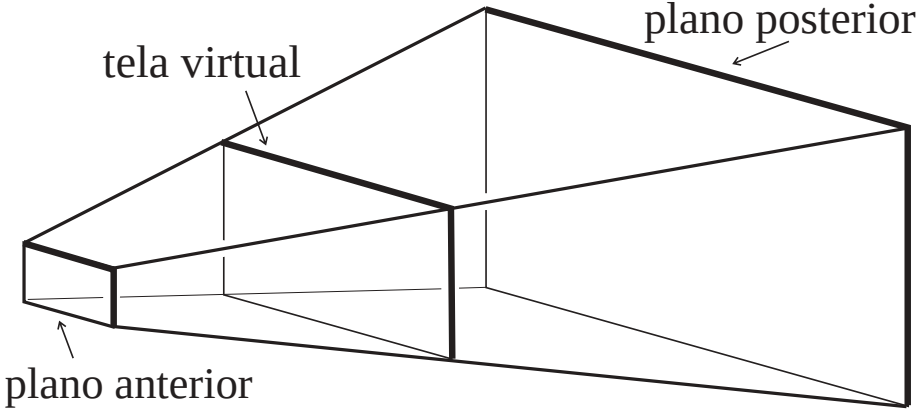


Figura 3. Espaço da imagem (a); tela virtual (b).



(a)



(b)

Figura 4. Tela virtual no espaço da imagem (a); volume de visão (b).

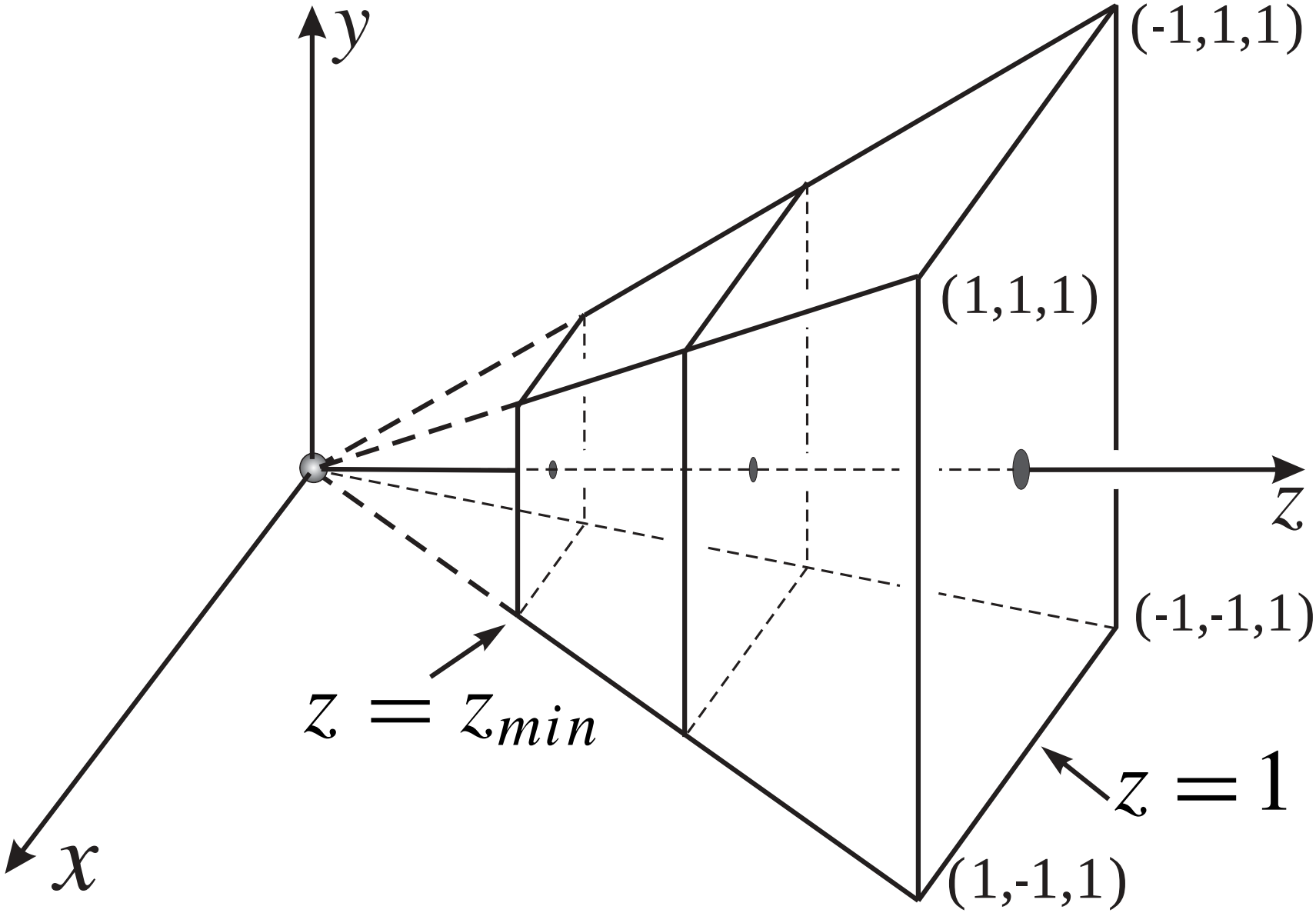


Figura 5. Volume de visão normalizado.

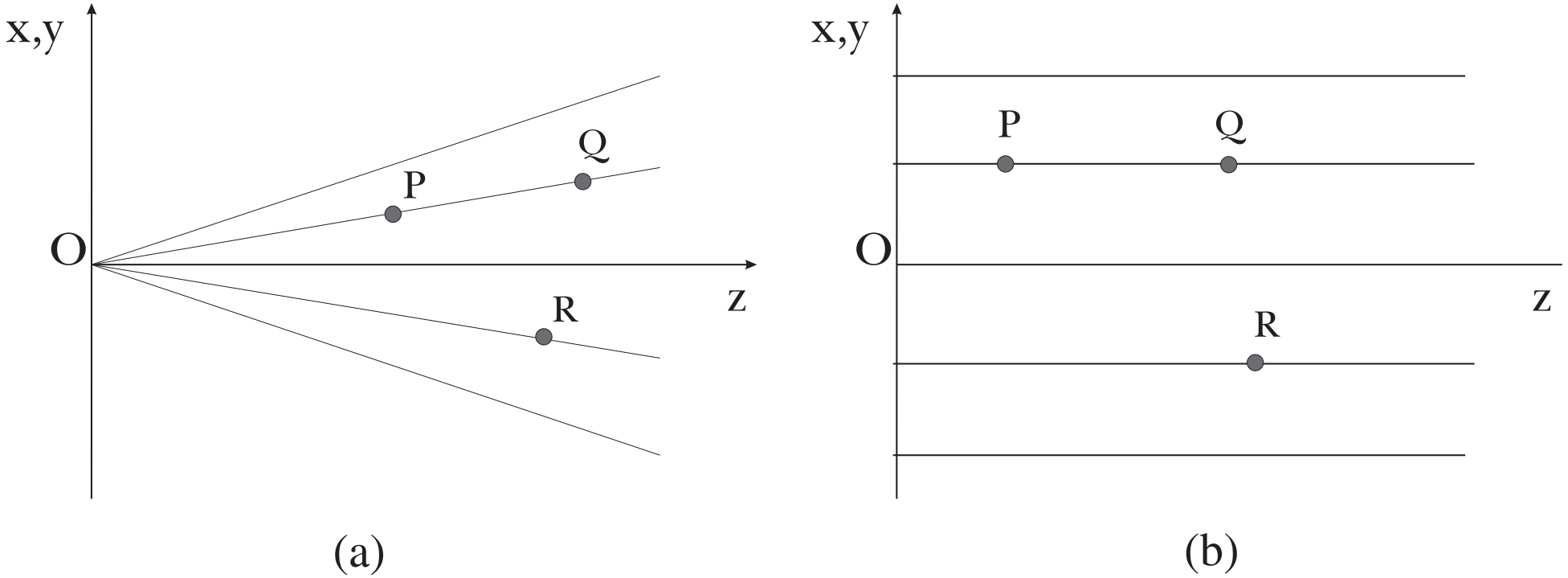
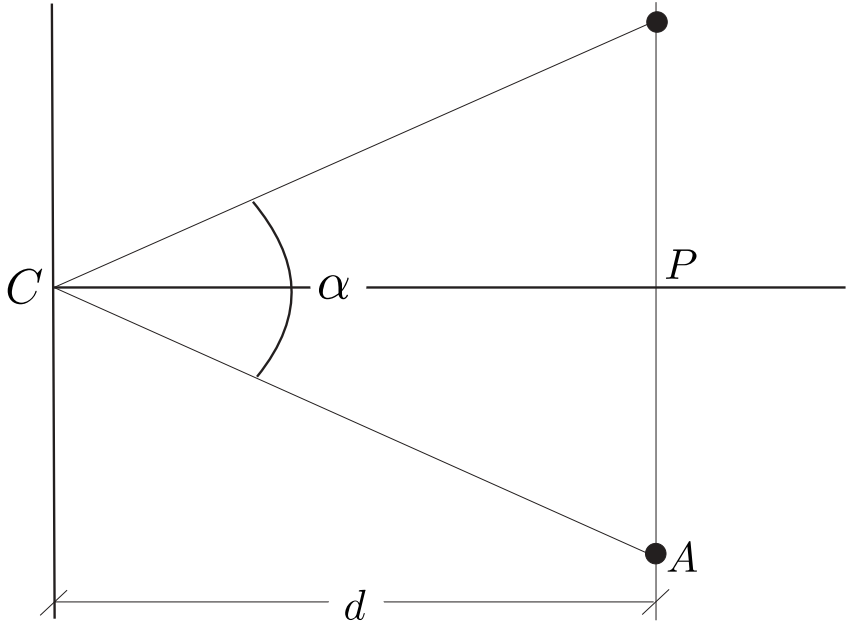
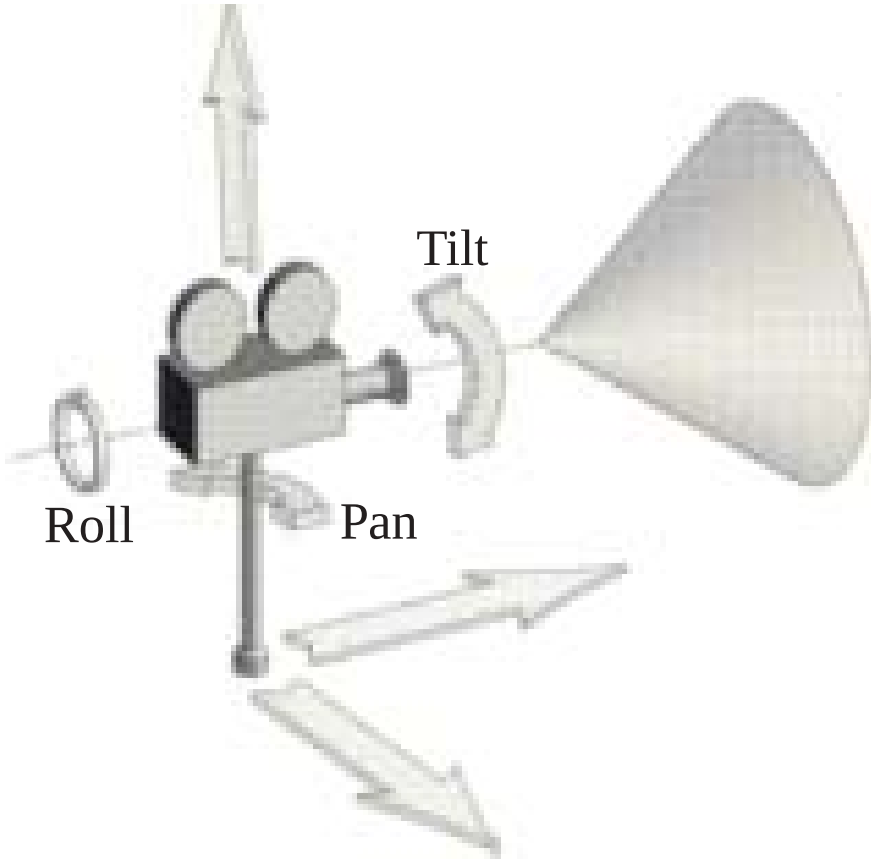


Figura 6. Espaço de ordenação.



(a)



(b)

Figura 7. Distância focal e ângulo de visão (a); orientação, posição e foco (b).

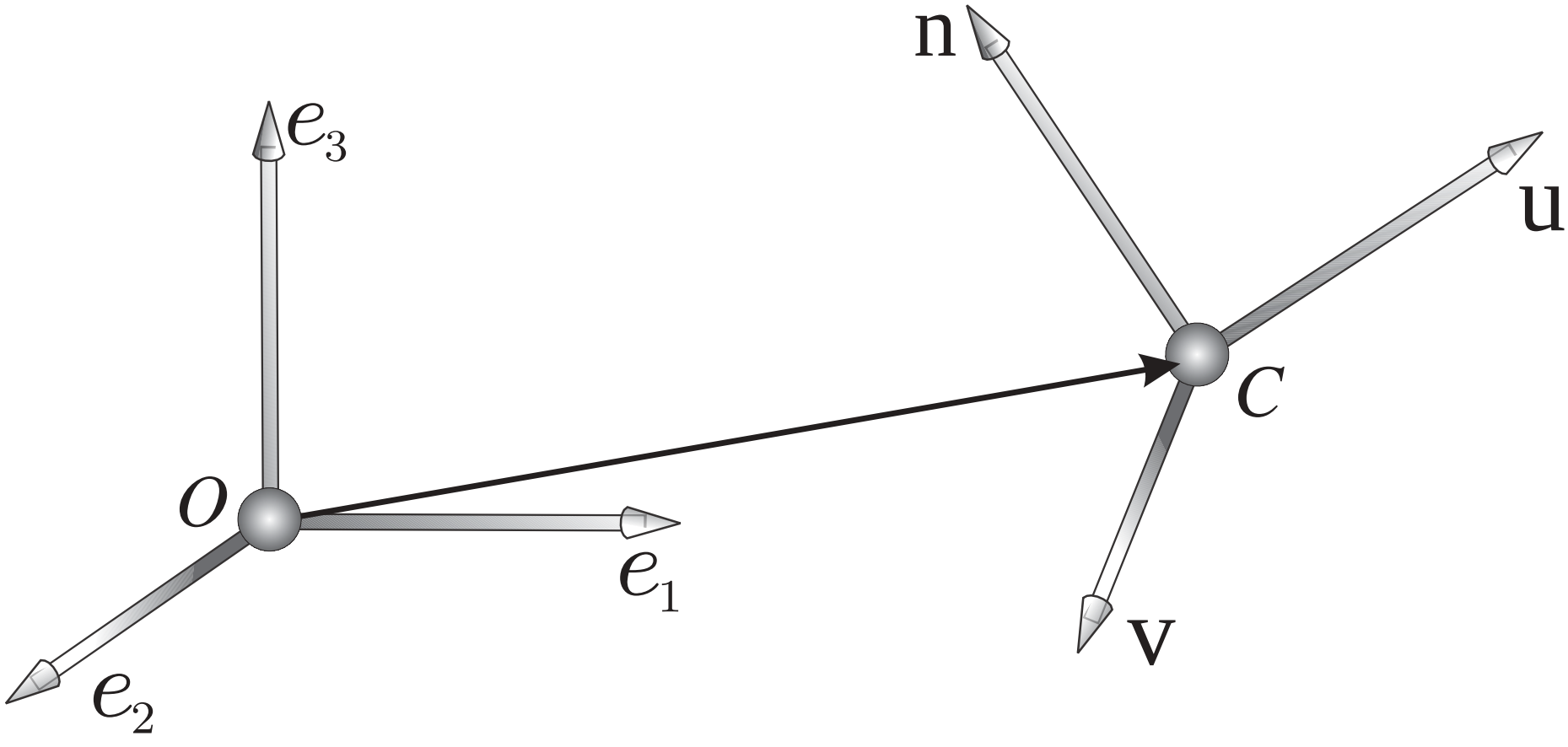


Figura 8. Mudança do espaço de cena para o espaço da câmera.

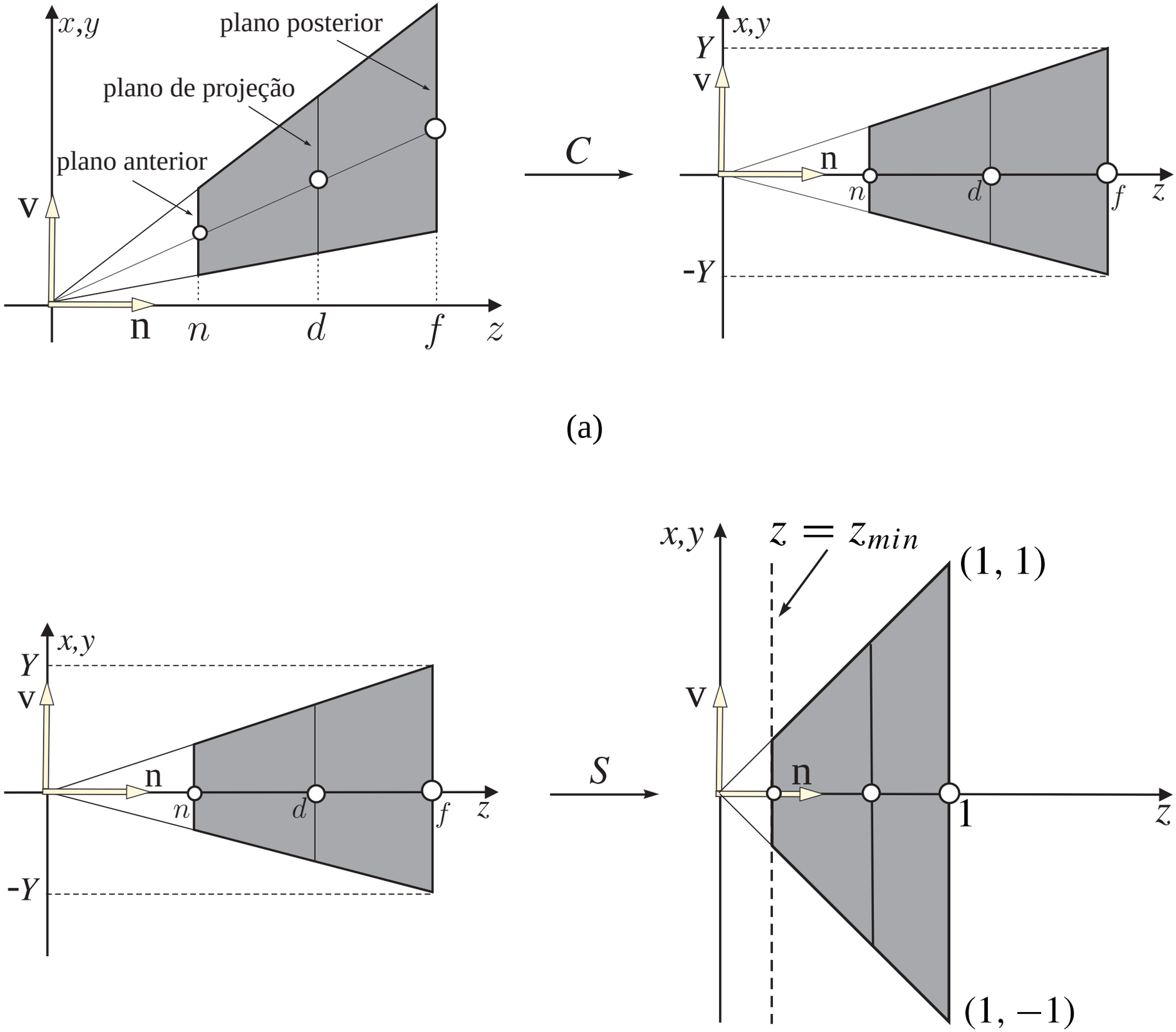


Figura 9. Cisalhamento (b); escalamento (c).

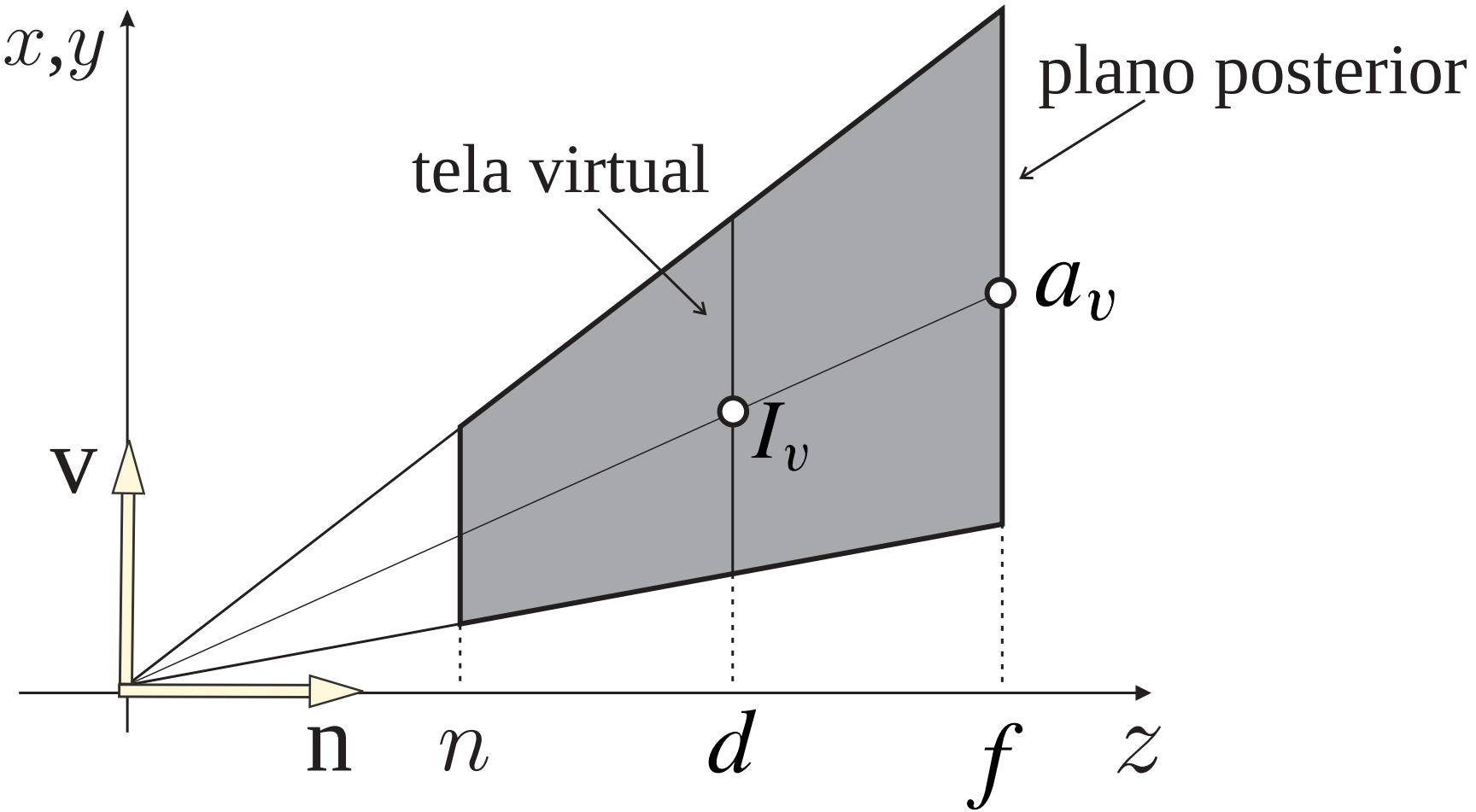


Figura 10. Cálculo de a_u e a_v.

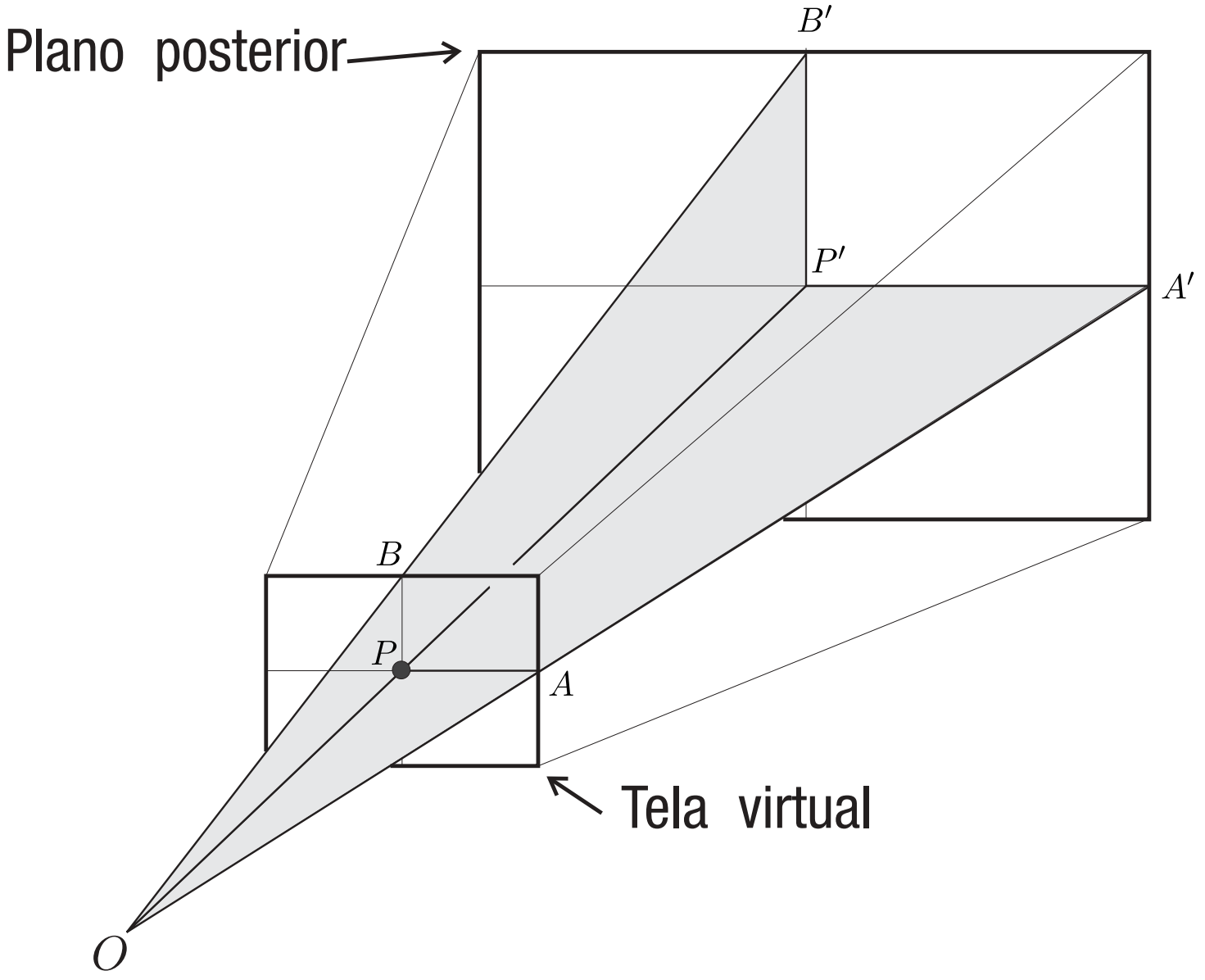


Figura 11. Volume de visão reto.

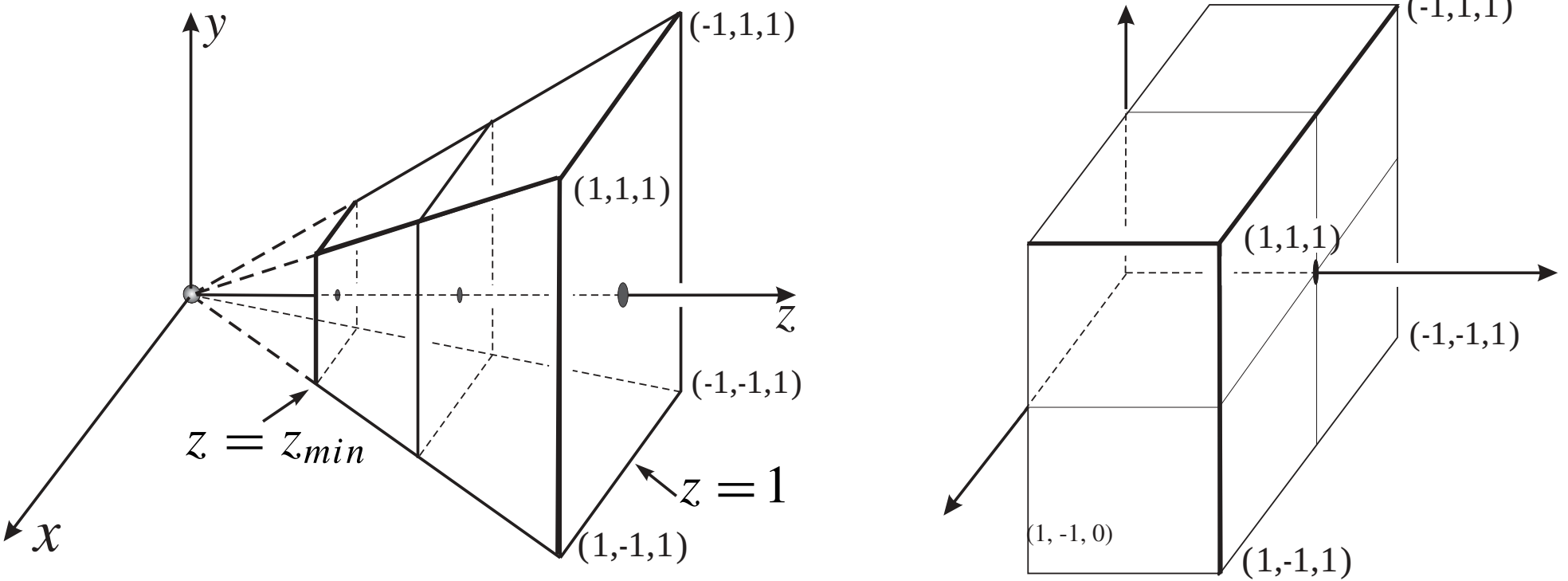


Figura 12. Volume de visão no espaço de ordenação.

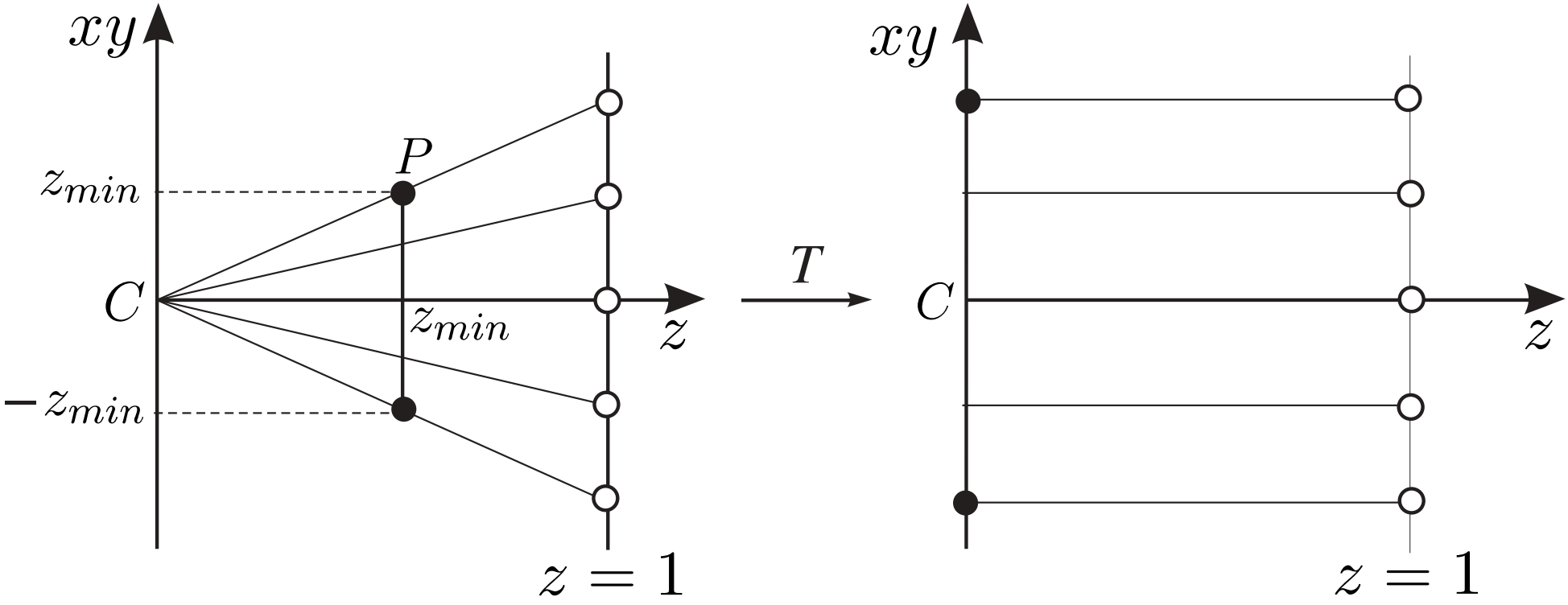


Figura 13. Os pontos do plano $z = 1$ não são alterados por T.

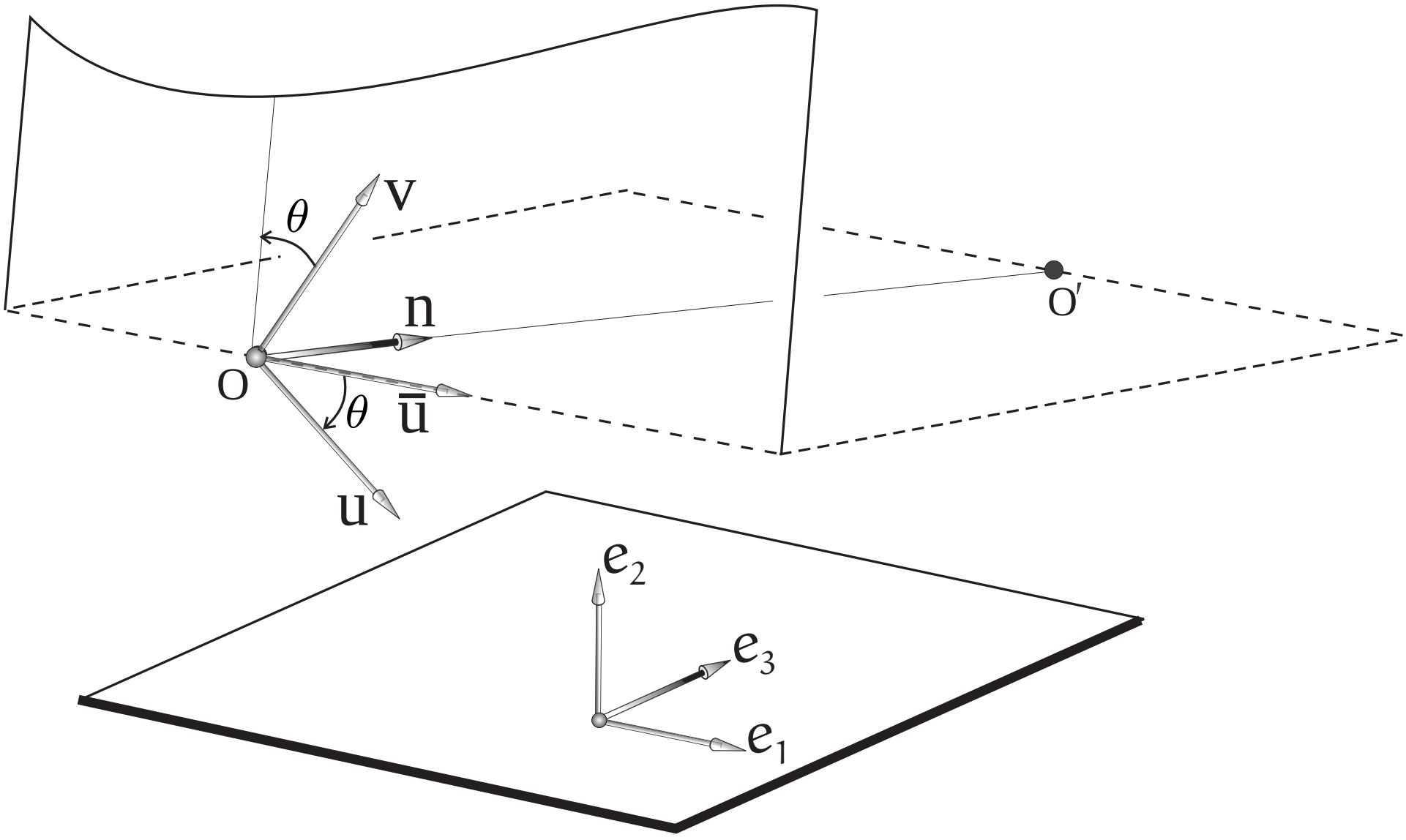


Figura 14. Construção do referencial da câmera.

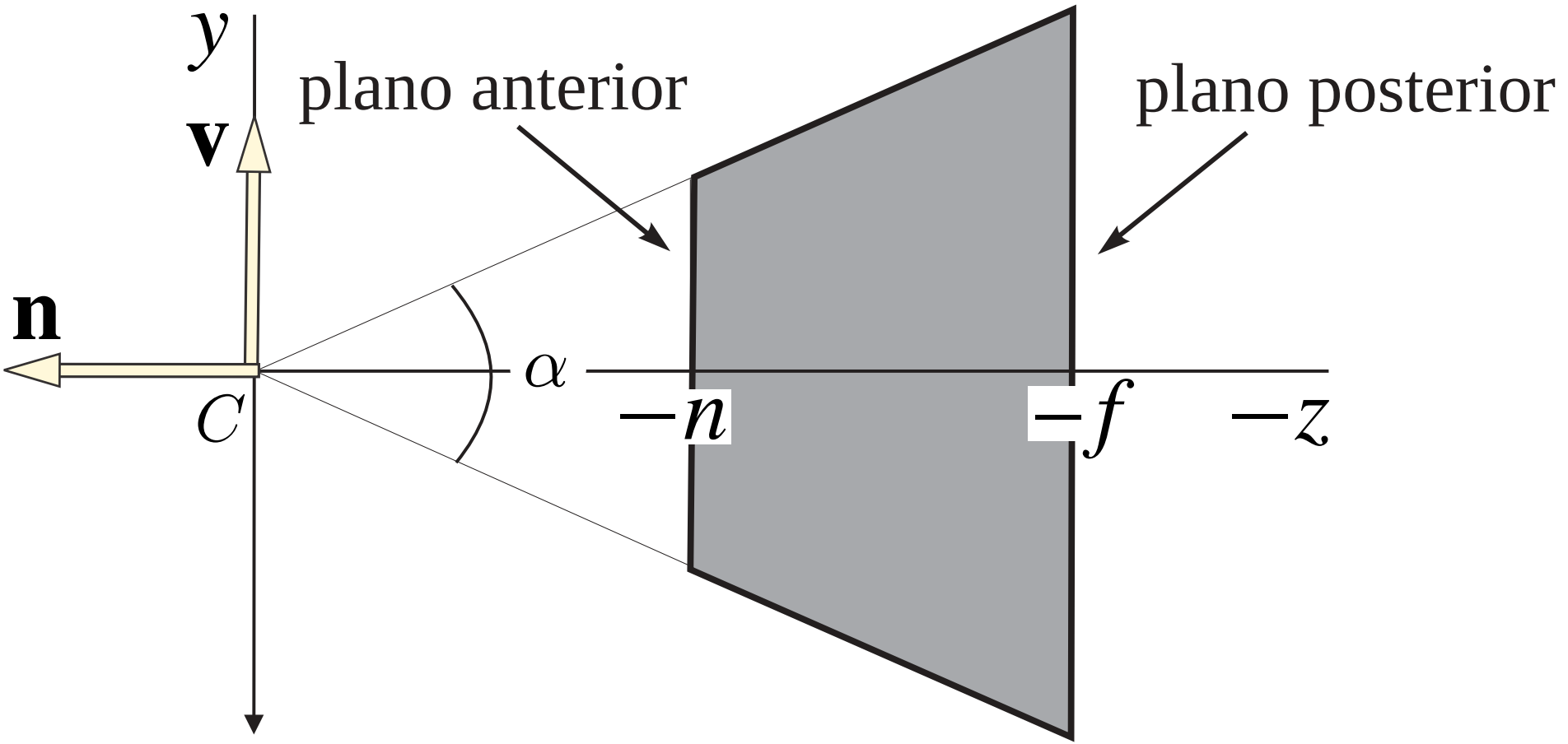


Figura 15. Parâmetros de câmera do OpenGL.

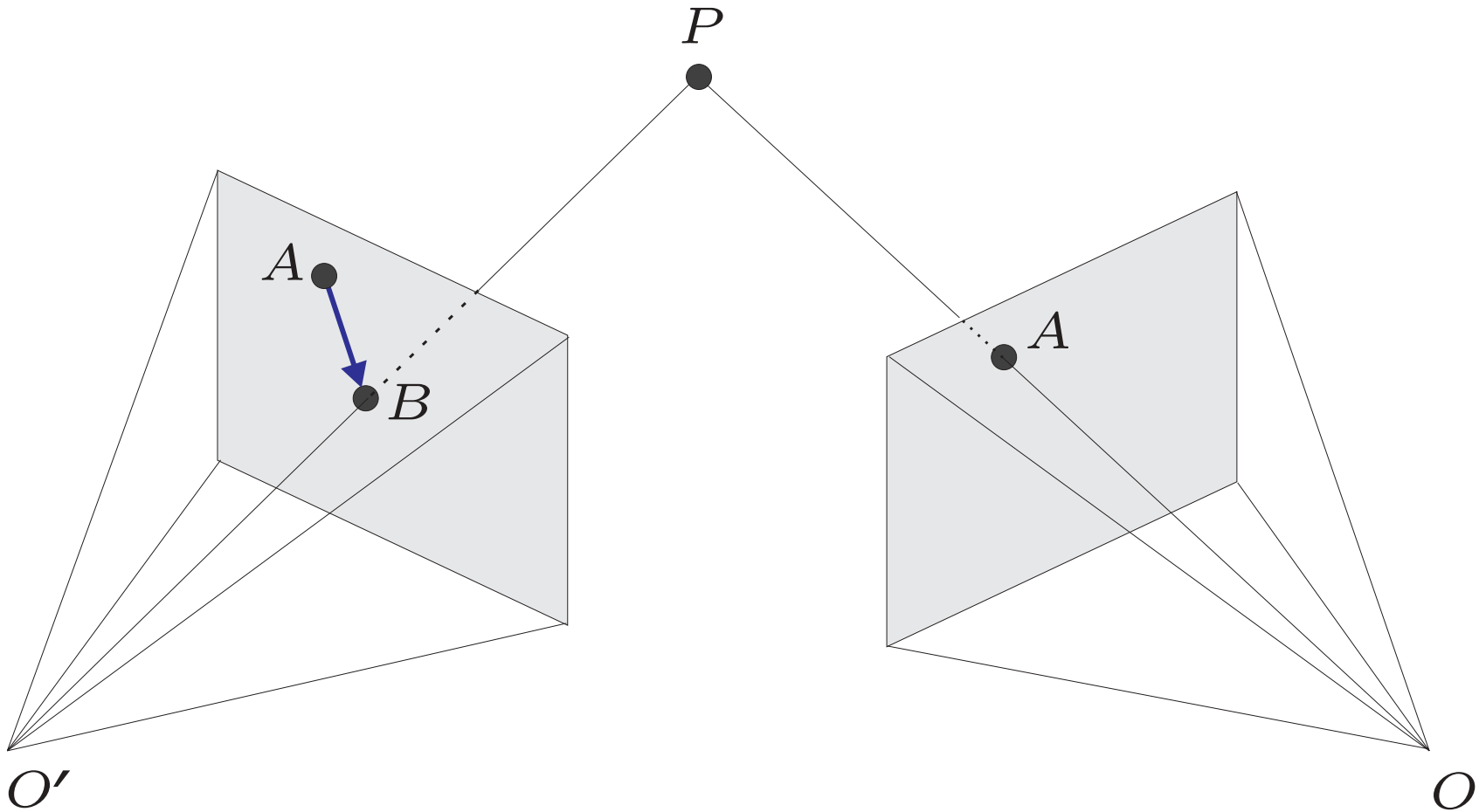


Figura 16. Especifação inversa para posicionamento de um ponto.