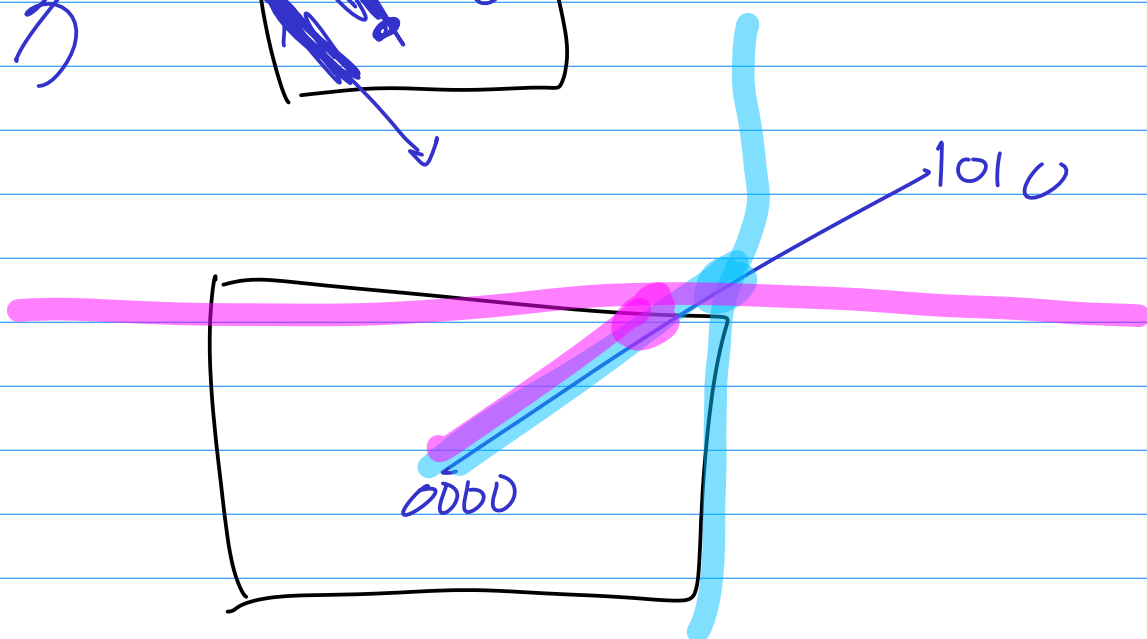
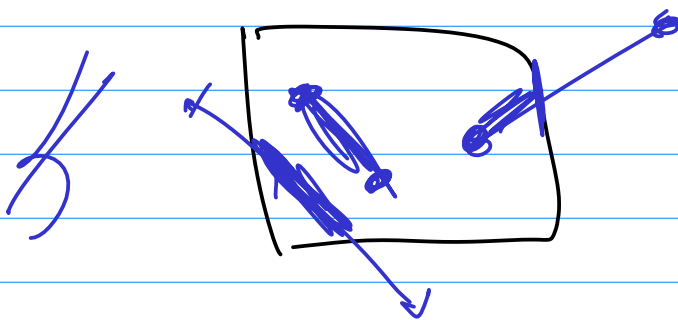
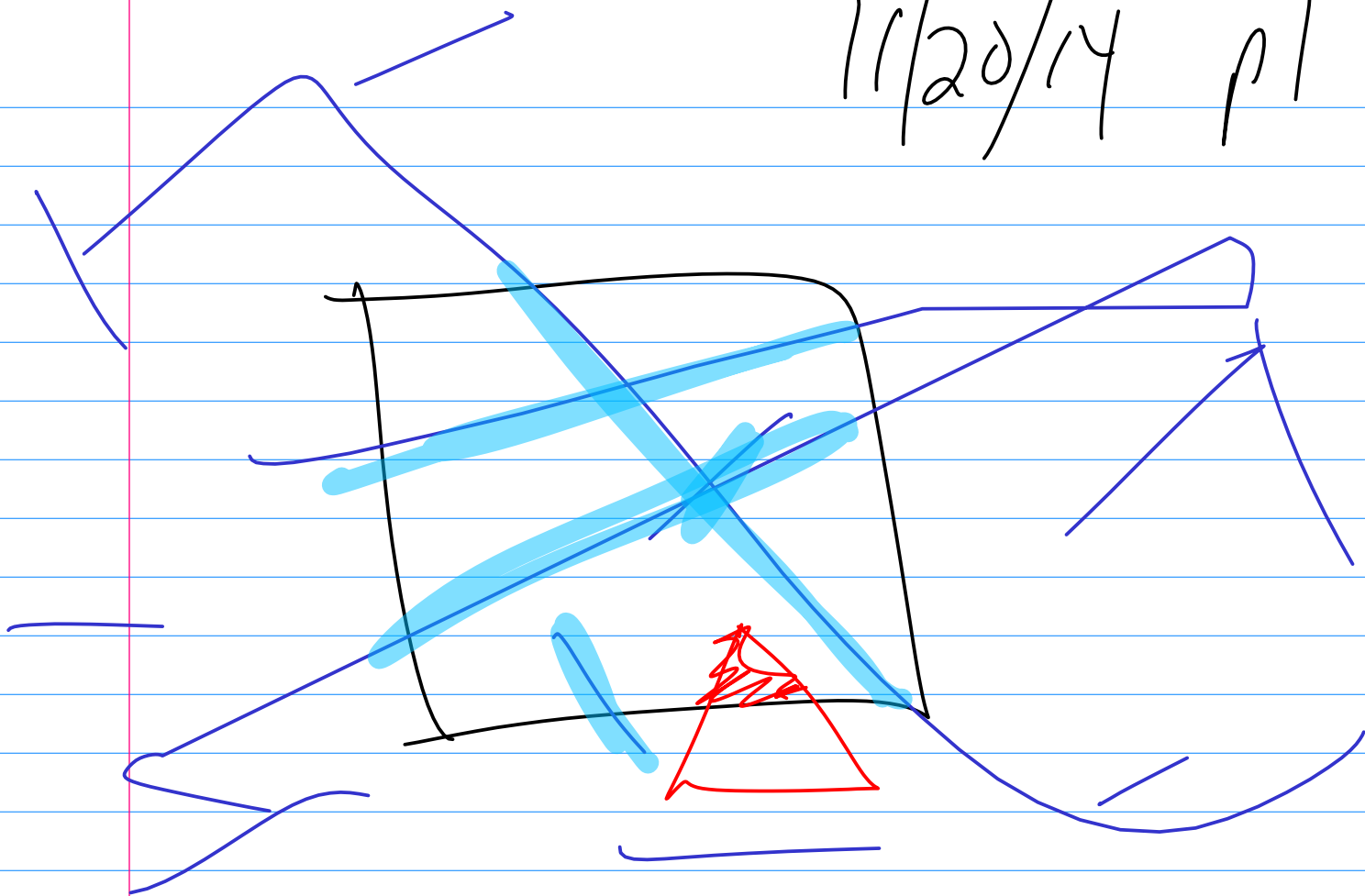
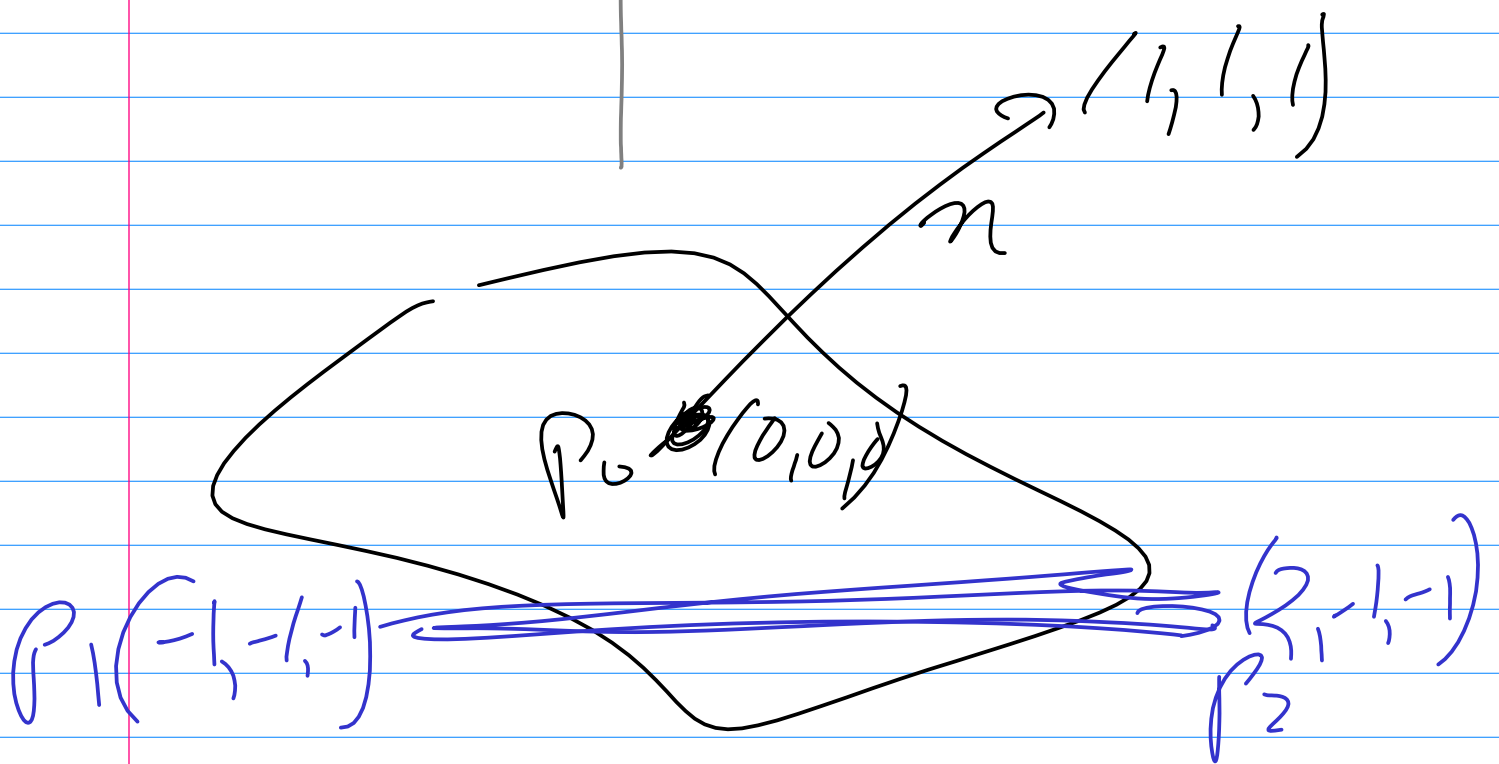
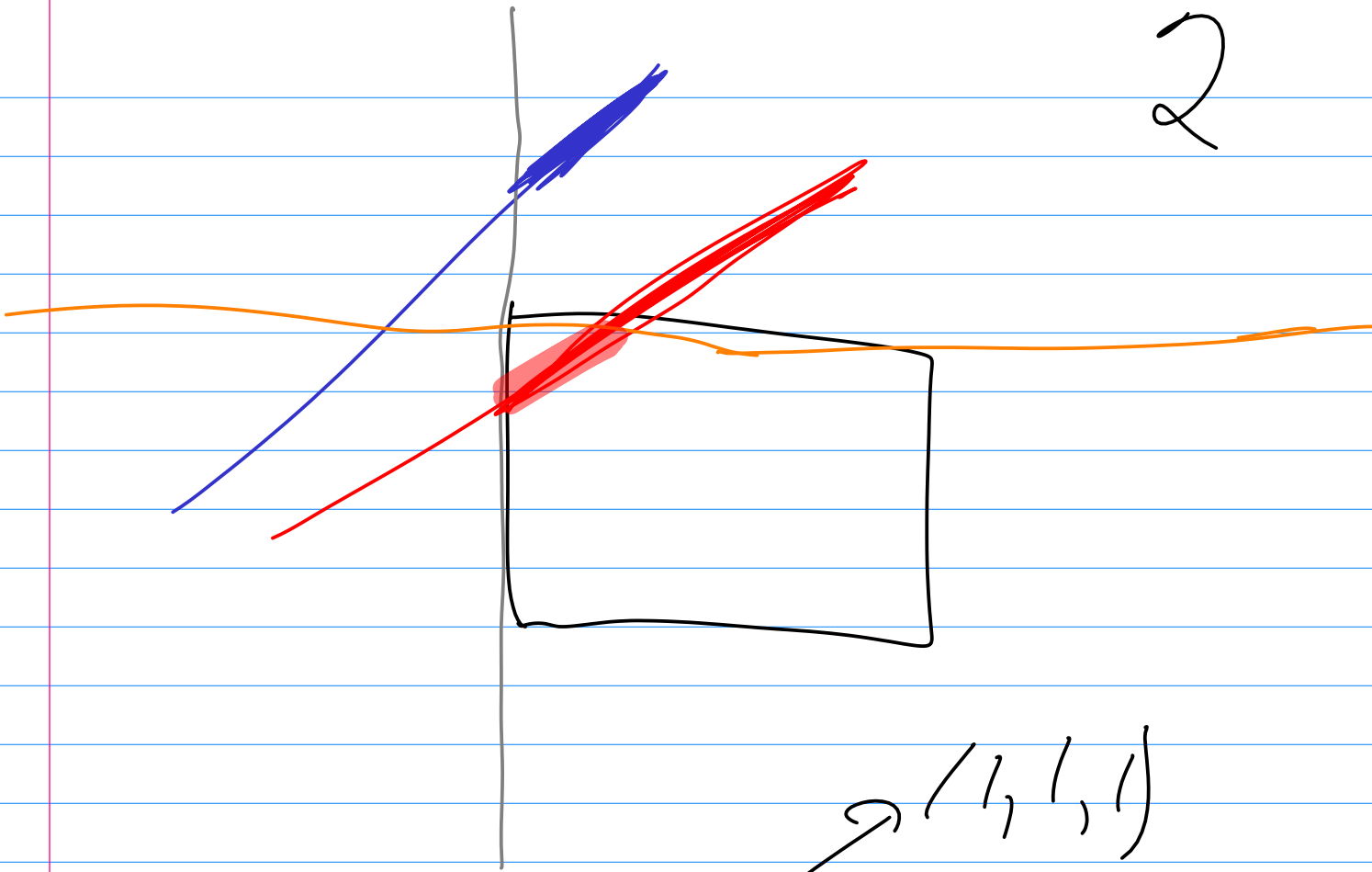


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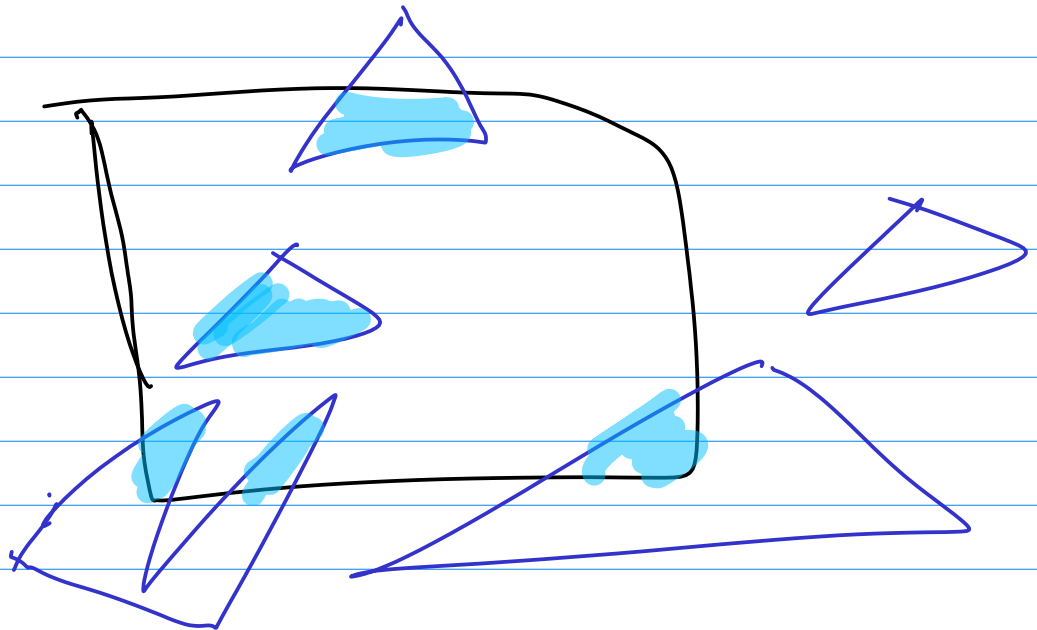




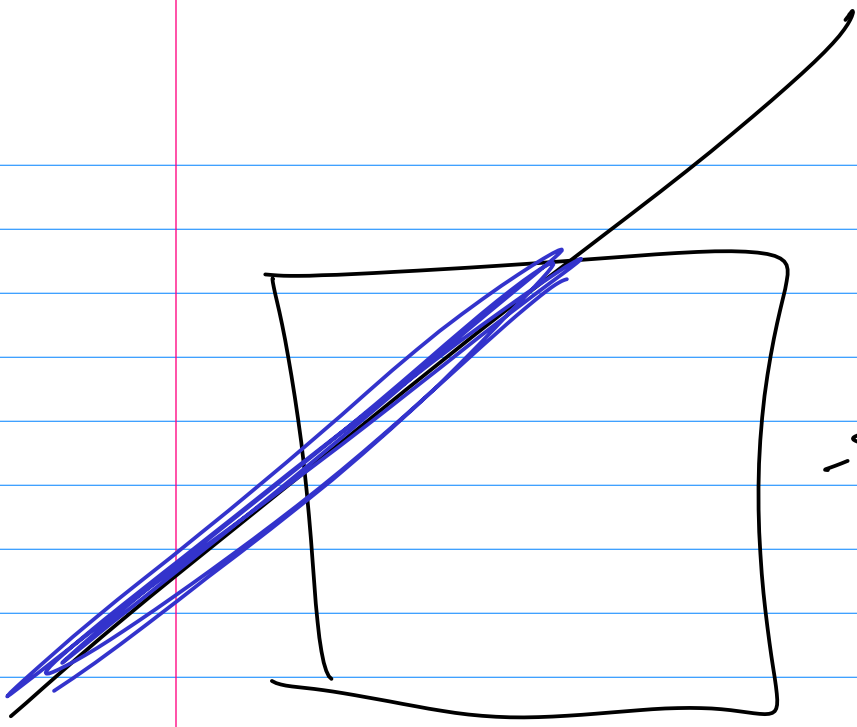
$$a = \frac{(1, 1, 1) \cdot (1, 1, 1)}{(1, 1, 1) \cdot (3, 0, 0)} = \frac{3}{3} = 1$$



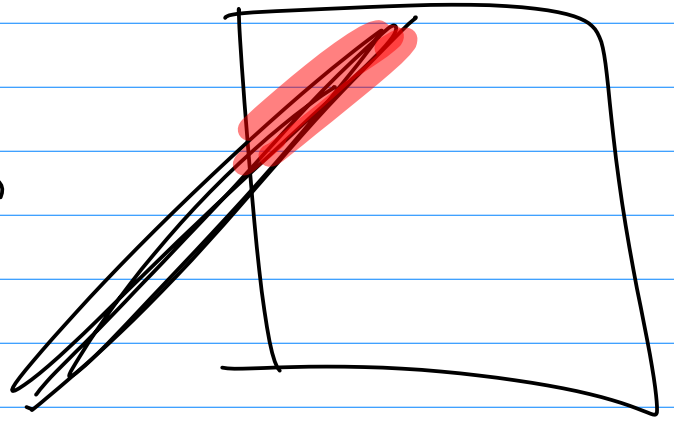
You must at least clip away parts of the scene that are behind the camera, since otherwise they will project onto the projection plane mixed in with the stuff in front of the camera.



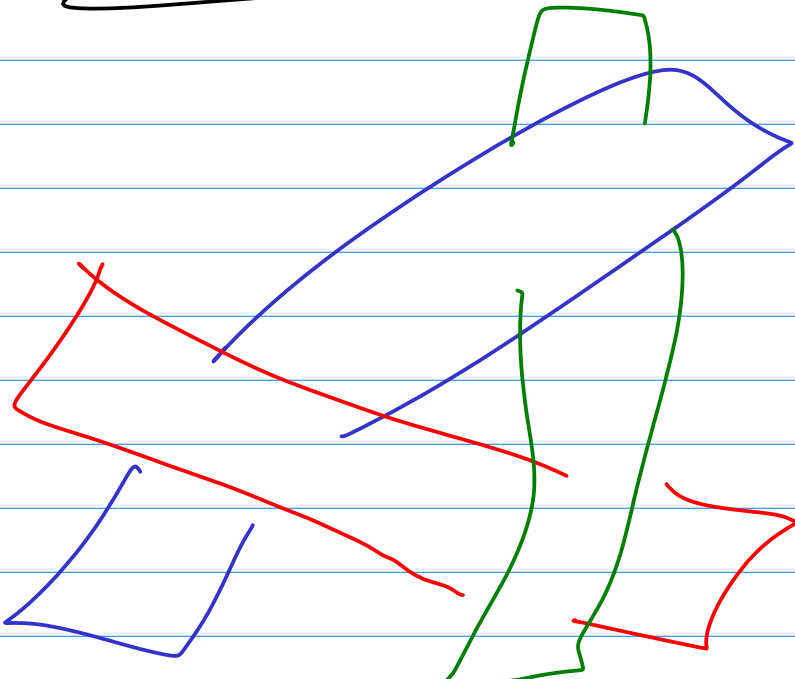
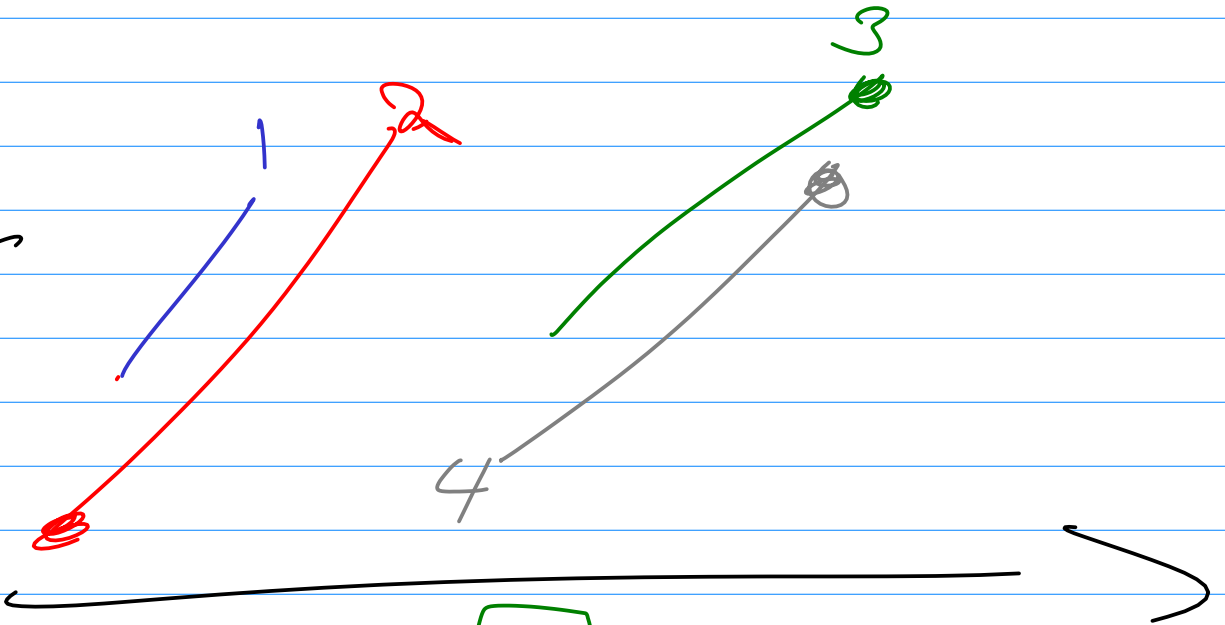
4

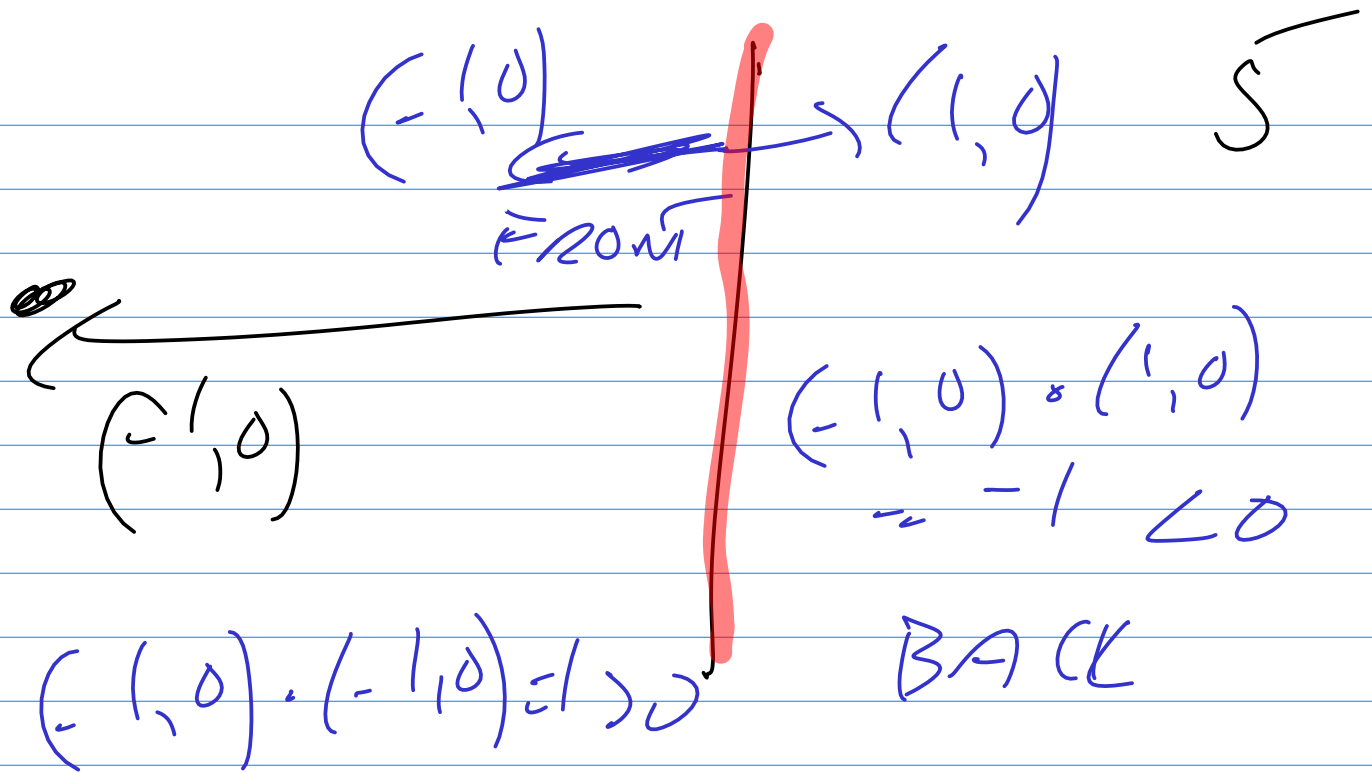


→



A





FUTURISTIC 3M

MACHINE

1 MIPS

1 MB MEM

1 M PIXELS

15'10" @ SLIDE 221