The (O) [illegible] **O** [illegible] 3D [illegible]

- The (O) [illegible] 3D [illegible]. It [illegible] 3D [illegible]
- It [illegible]
- It [illegible] 3D [illegible] **MS** [illegible] **P** [illegible]

The **CO** [illegible] *center of orbit* [illegible] 3D [illegible] Fig. 9.4 [illegible]

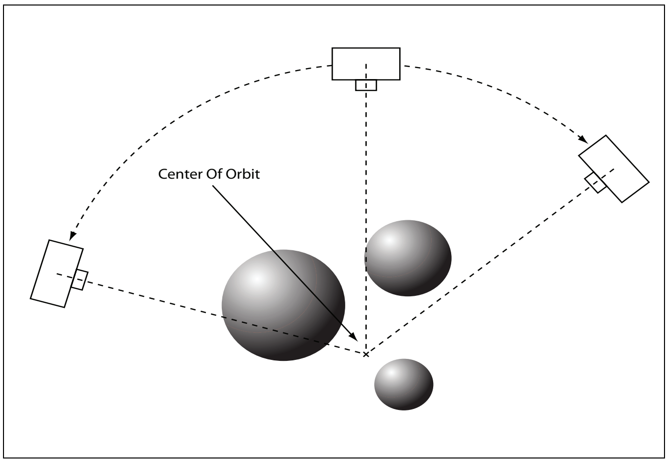

FIGURE 9.4 *Rotation around the center of orbit*

The **LS** [illegible] 3D [illegible]. The [illegible] 3D [illegible] 3D [illegible]. It [illegible]

[illegible] **ANF** [illegible] **CS** [illegible]

Th[illegible] **Subtype** [illegible] **O** [illegible] *ortho-graphic projection* [illegible] **P** [illegible] *perspective projection.*

F[illegible] *z* [illegible] **OS** [illegible] **OB** [illegible]

F[illegible] (x, y, z) [illegible] 2D [illegible] (x_1, y_1) [illegible]

$$x_1 = x \times \frac{n}{z}$$

$$y_1 = y \times \frac{n}{z}$$

[illegible] n [illegible] z [illegible]

S[illegible] **FOV** [illegible] *z* [illegible] Figure 9.5). The [illegible] Figure 9.6 [illegible]

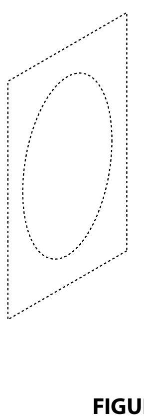

FIGURE 9.5 *Perspective projection of 3D artwork onto the near plane*

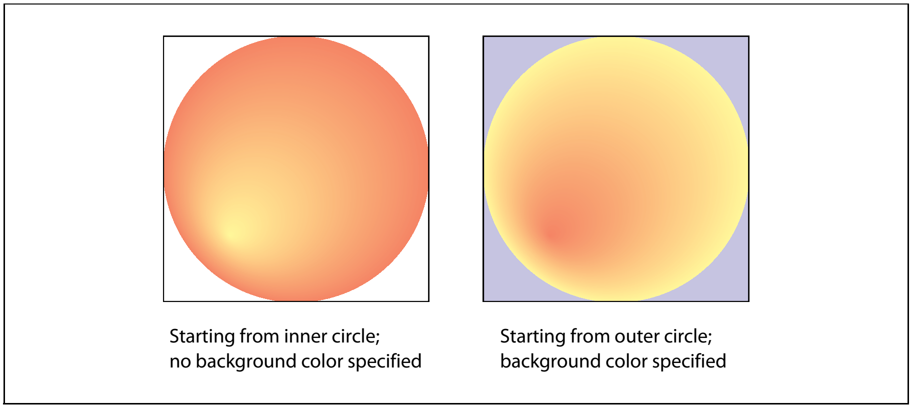

PLATE 12 *Radial shadings depicting a sphere (“Type 3 (Radial) Shadings,” page 313)*

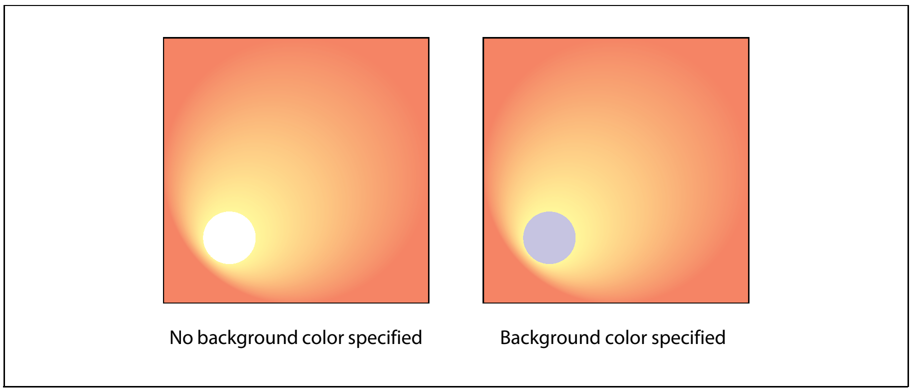

PLATE 13 *Radial shadings with extension (“Type 3 (Radial) Shadings,” page 313)*

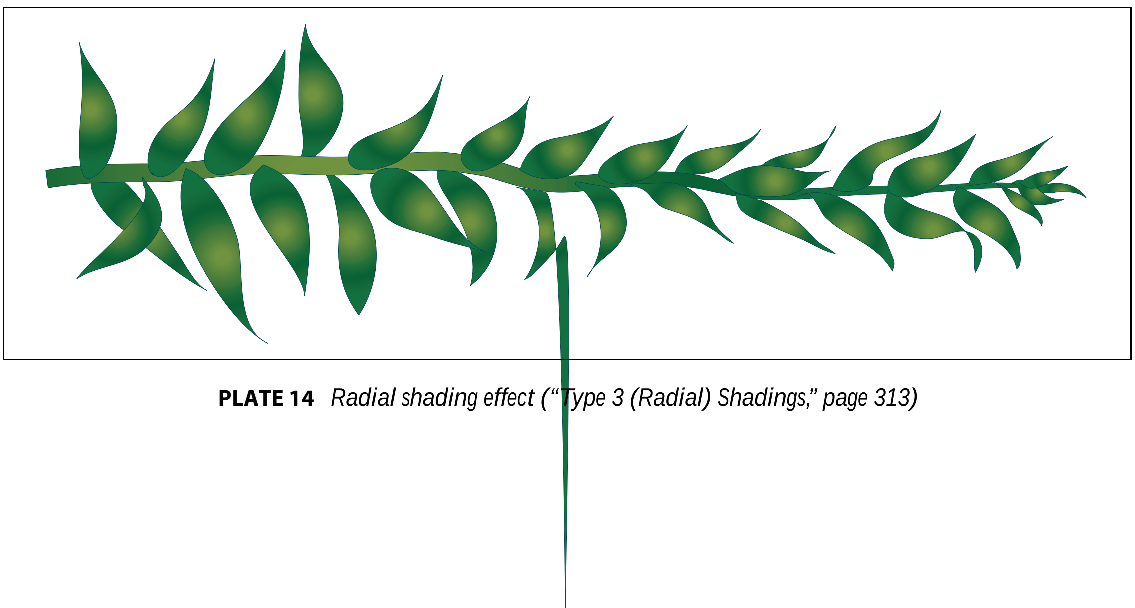

PLATE 14 *Radial shading effect (“Type 3 (Radial) Shadings,” page 313)*

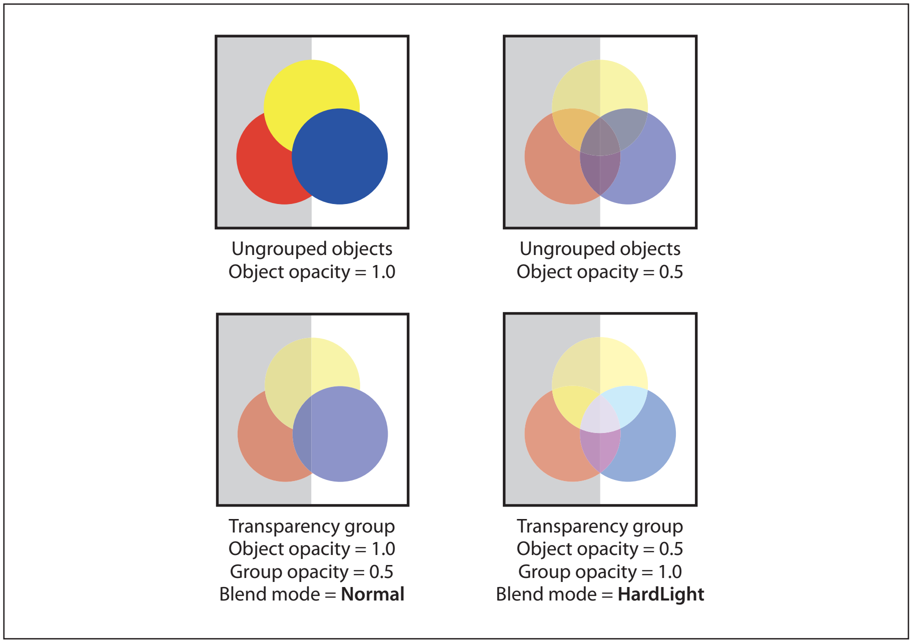

PLATE 16 *Transparency groups (Section 7.1, "Overview of Transparency," page 515)*

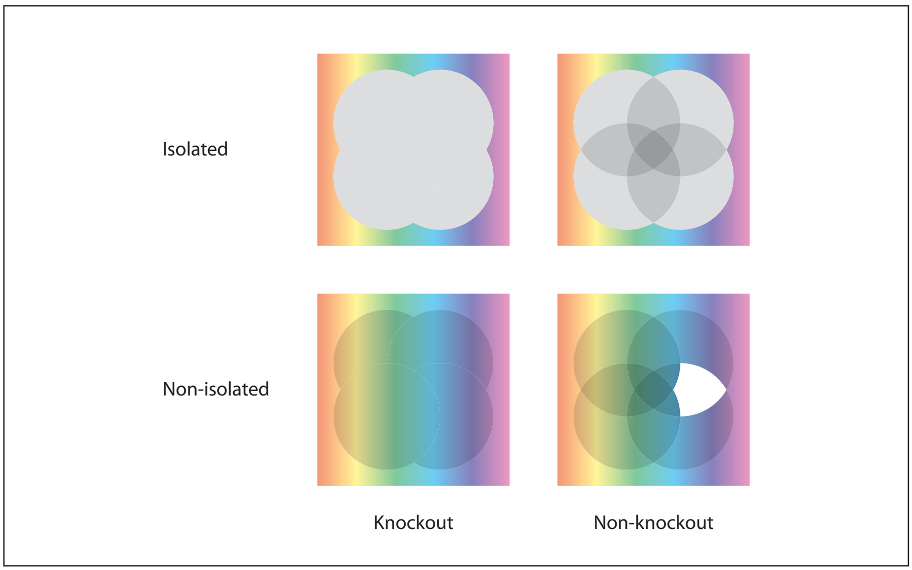

PLATE 17 *Isolated and knockout groups (Sections 7.3.4, "Isolated Groups," page 539 and 7.3.5, "Knockout Groups," page 540)*