

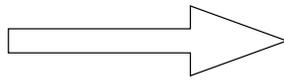
Gráfica

¿Cómo proyectar?

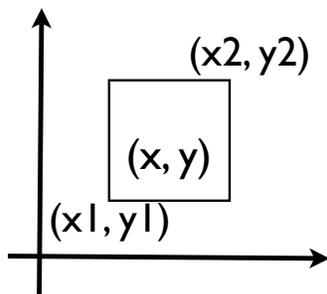
patricio.inostroza@dcc.uchile.cl



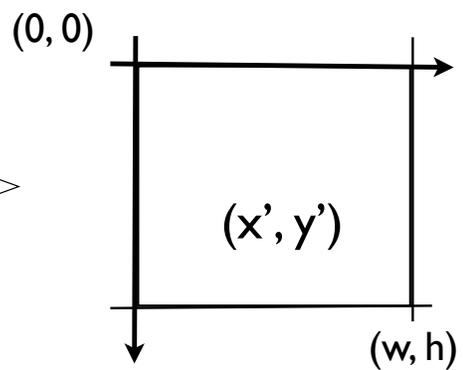
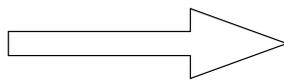
Mundo

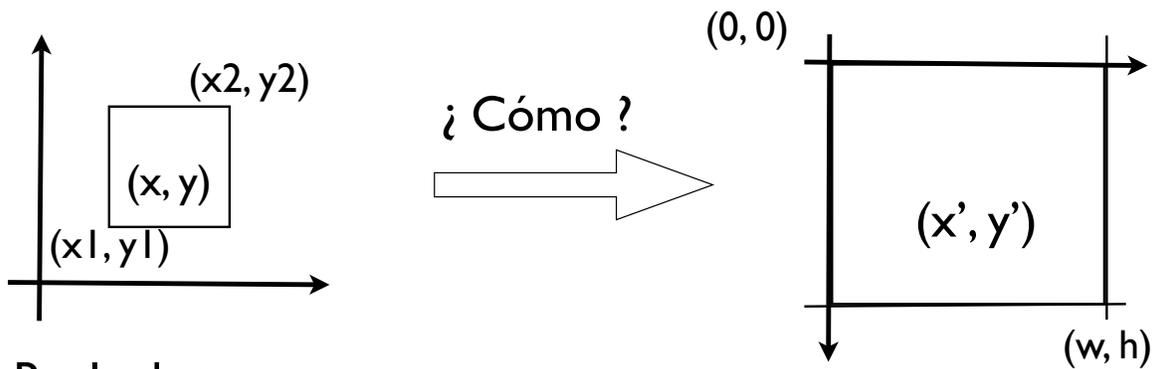


Pantalla



¿Cómo?



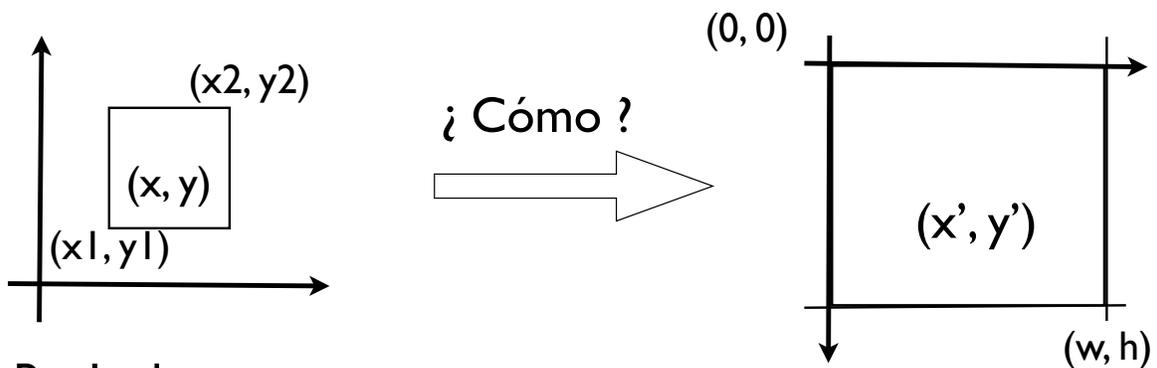


Regla de tres:

$$\frac{x' - 0}{x - x_1} = \frac{w - 0}{x_2 - x_1}$$

$$\frac{x'}{x - x_1} = \frac{w}{x_2 - x_1}$$

$$x' = \frac{w * (x - x_1)}{x_2 - x_1}$$



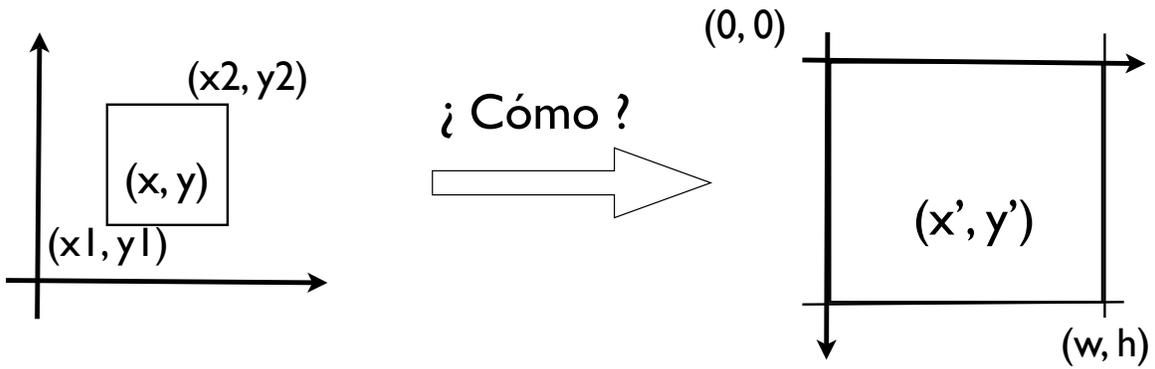
Regla de tres:

$$\frac{y' - 0}{y - y_1} = \frac{h - 0}{y_2 - y_1}$$

$$\frac{y'}{y - y_1} = \frac{h}{y_2 - y_1}$$

$$y' = \frac{h * (y - y_1)}{y_2 - y_1}$$

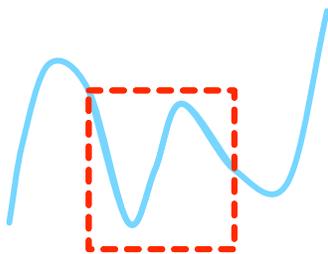
Pero las coordenadas están invertidas !!



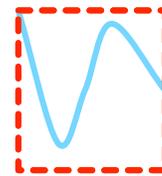
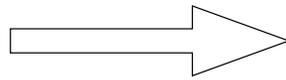
$$y' = \frac{h * (y - y1)}{y2 - y1}$$

Pero las coordenadas están invertidas !!

$$y' = h - \frac{h * (y - y1)}{y2 - y1}$$



Mundo



Pantalla

