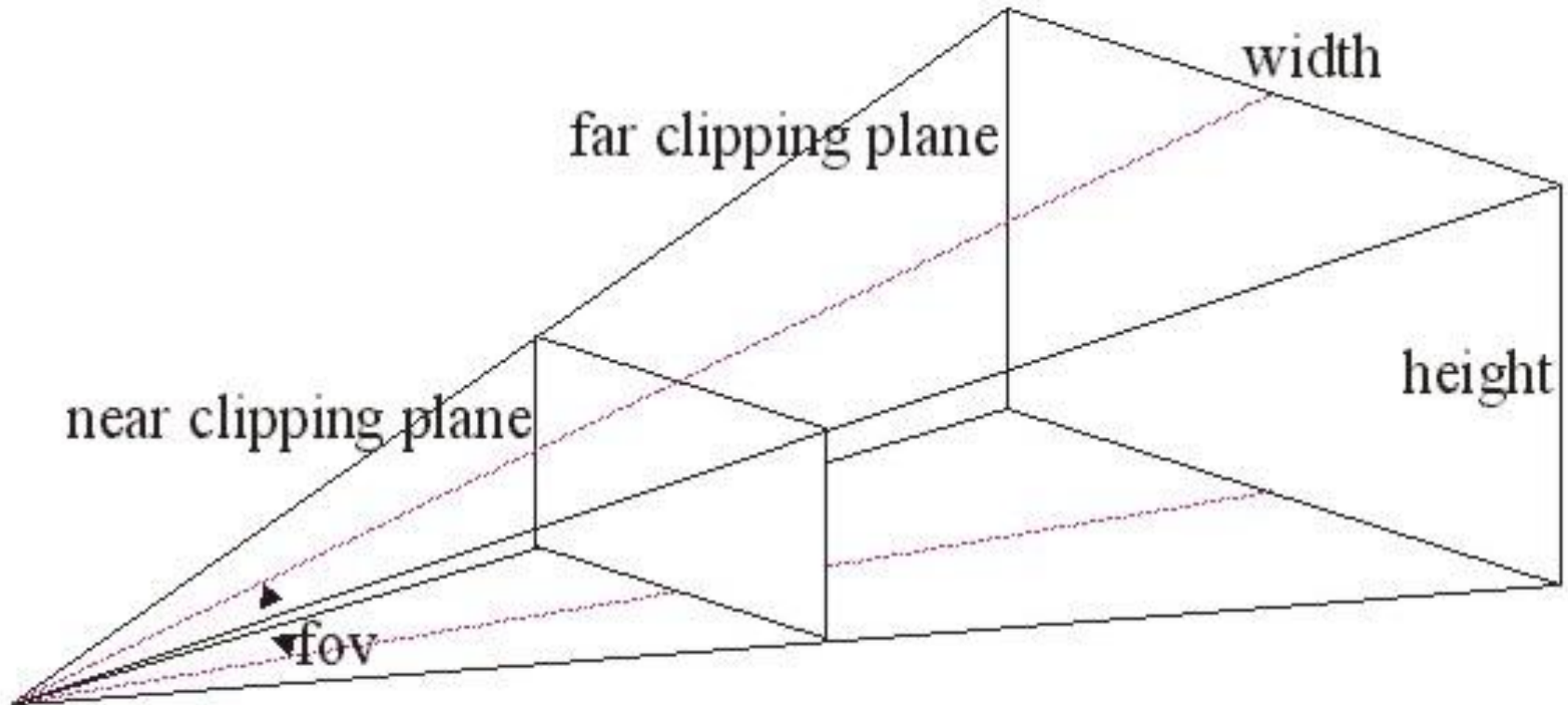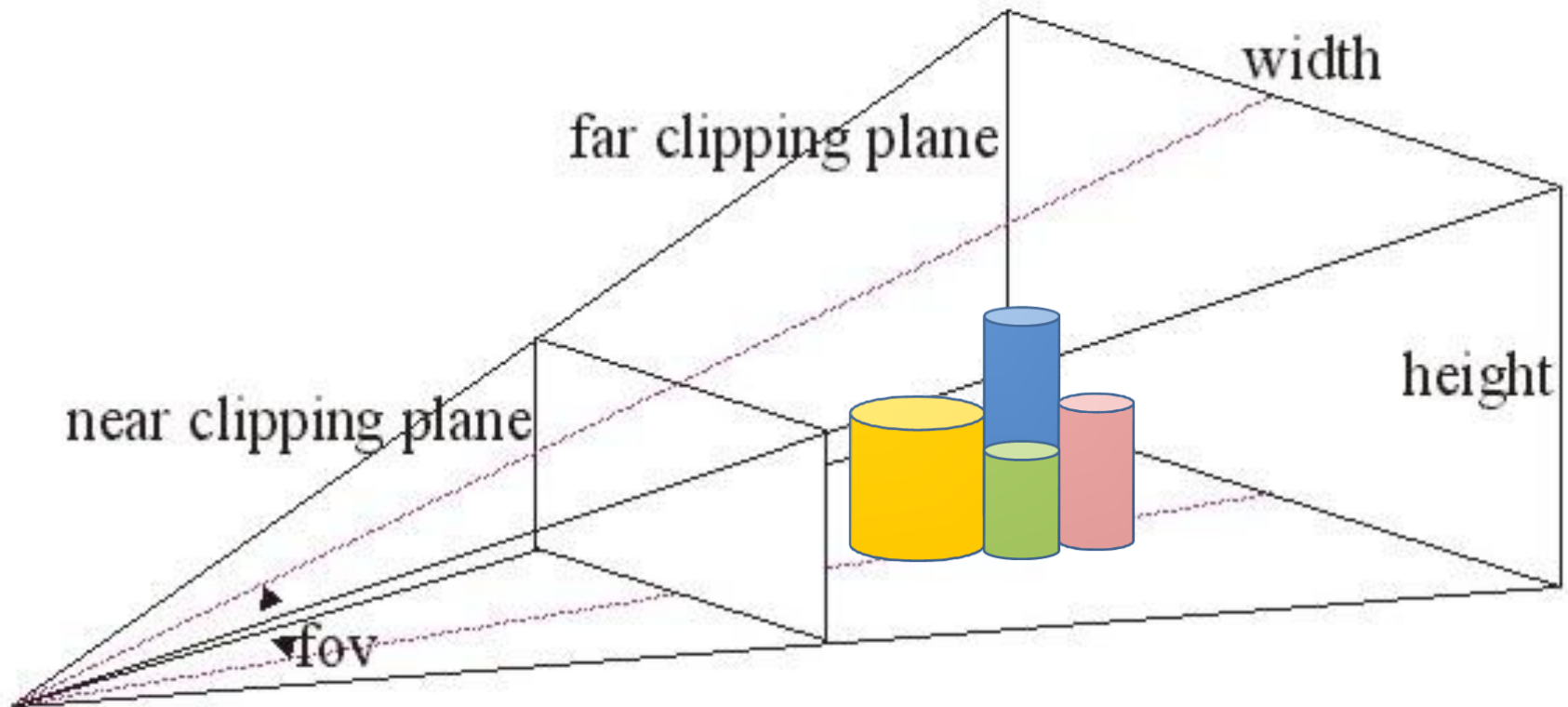# Camera and clipping plane
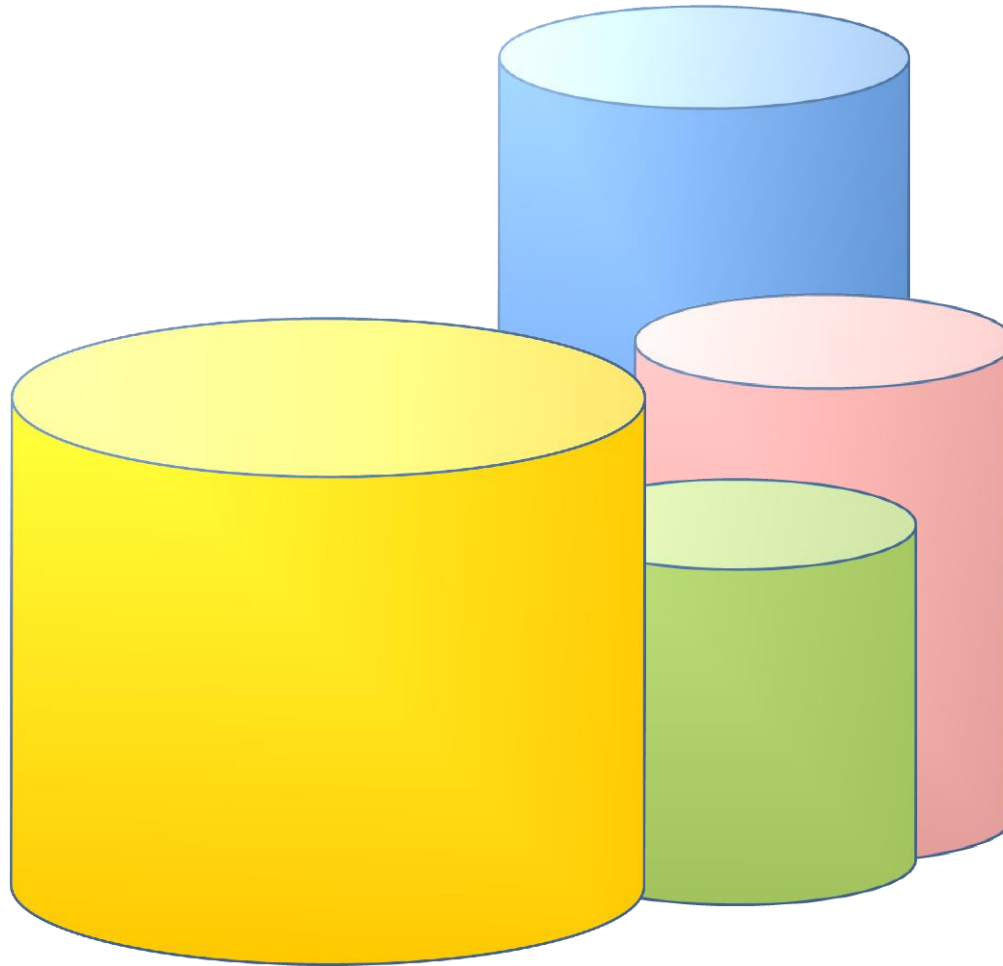
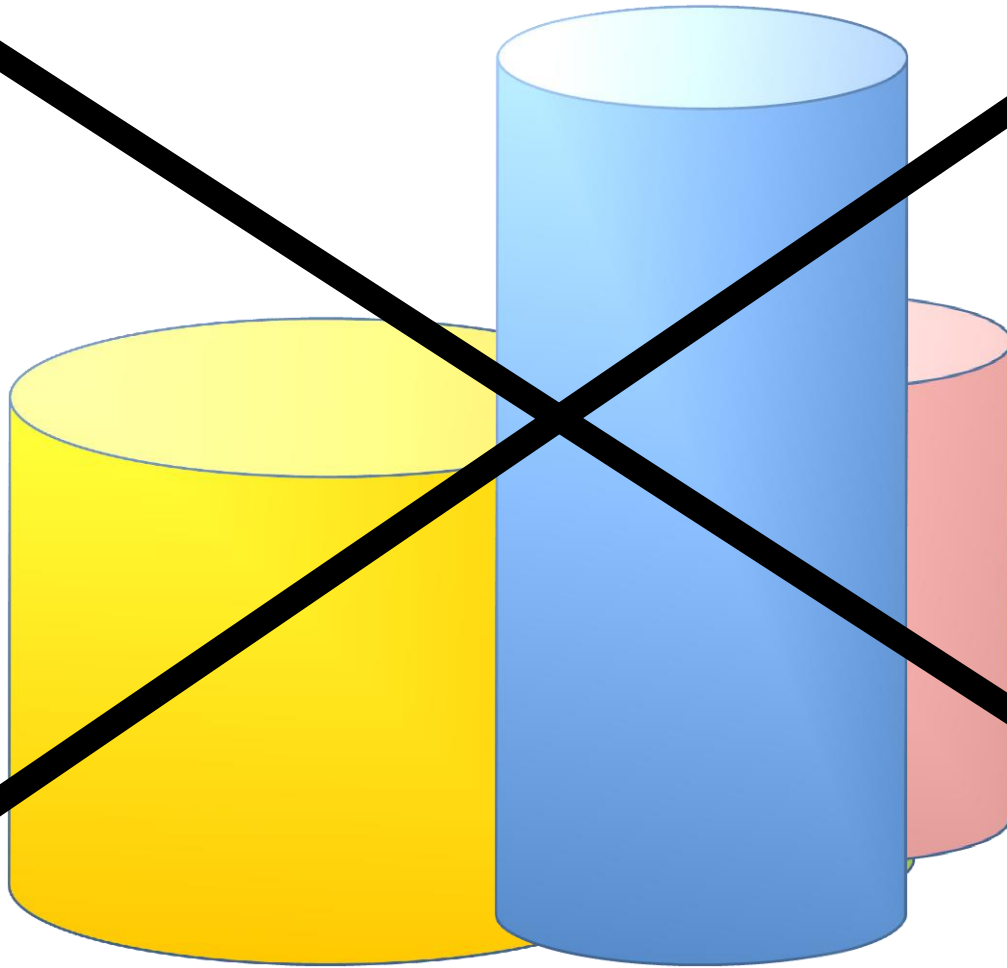# Camera and clipping plane

Camera and clipping plane

View from camera

Stacking order of objects wrong!

Near and far clipping planes

- Distance between near and far clipping planes: z-buffering

- Z-buffering:

  - Defines how objects stack on each other when projected onto a flat screen.

  - Objects close to near clipping plane will obstruct the view of objects in far clipping plane.