

The object to be displayed—originally conceived as being behind the image plane—is virtually taken out and placed with its frontmost corner at the viewer's eye. Aiming along the edges will now point to the vanishing points' positions on the image plane.

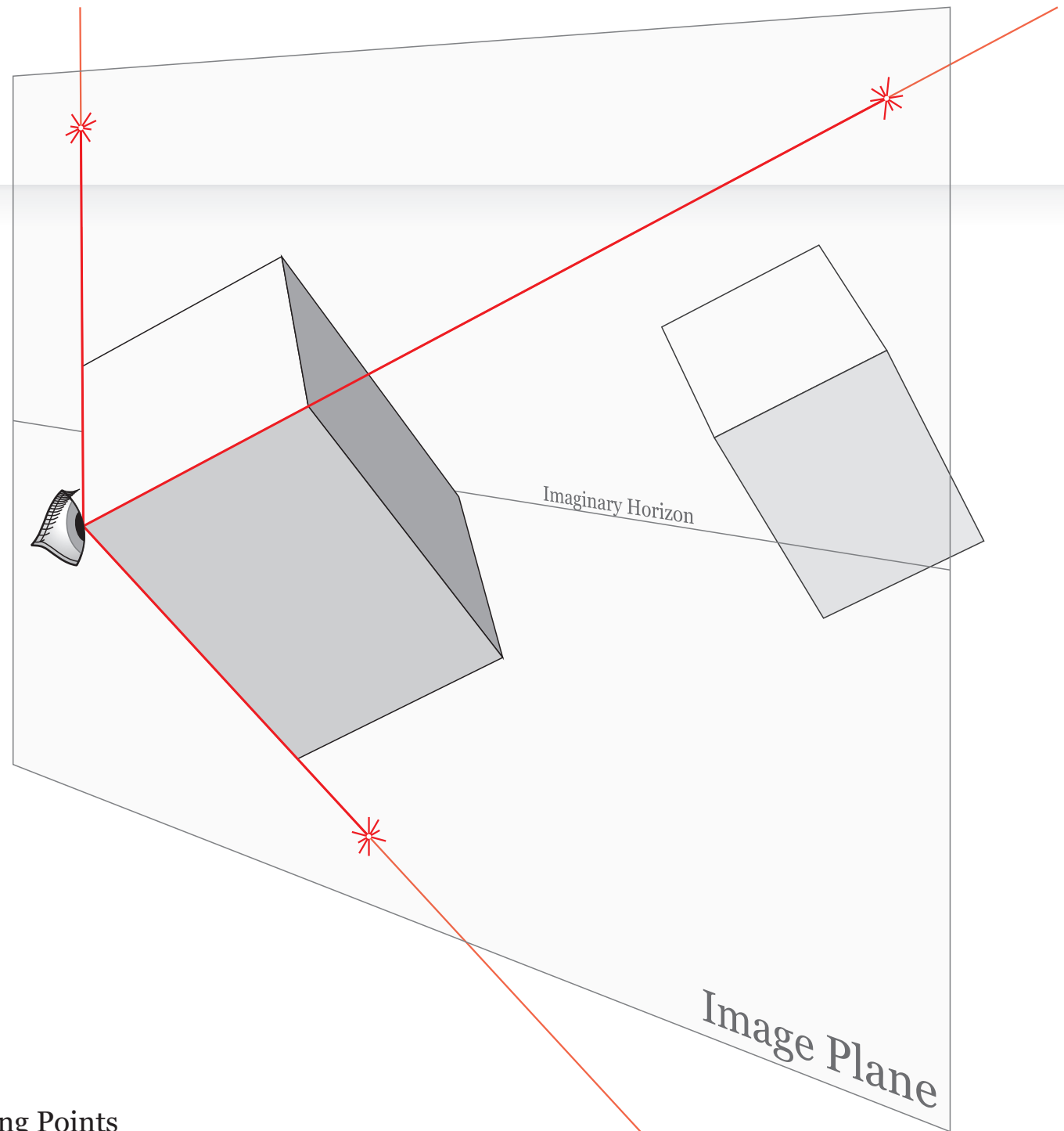


Fig. 1: Rationale for Calculating Vanishing Points