

**ZMATH 2000b.01231**

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**Calculation meets representation.**

Derive-News-Lett., No. 36, 14-20 (1999).

In this article the author shows how to find the axonometric and the perspective projection matrix, gives several examples and discusses by some figures how DERIVE for Windows 5 will handle 3D-objects-represent and animate them.

*Classification:* G80

*Keywords:* projections; computer algebra; pyramids; intersections; visualization; solid geometry