

| TERM | DEFINITION |
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| Perspective Category | A generic class of perspective system/method for producing an image/view, measurement, representation, or illusion, of a spatial reality. There are six primary optical/technical perspective categories: Natural, Mathematical, Graphical, Instrument, Forced, and New Media Perspective(s). |
| Perspective Direction | Visual/optical/technical perspective can be separated into two classes: firstly, the imaging class : capturing/forming an image/view, measurement, representation, or illusion, of a spatial reality (3-D); and secondly, the projecting class : projecting visual images, light-beams/pencils and/or object shadows into physical reality. |
| Perspective Facet | In compositional terms, each category/form of perspective exhibits certain perspective facets, defined as: optical assembly (scene optics), projection mode (detector features), observation mode (detector scenario), and image facets. |
| Perspective Form | A perspective form is the visual outcome of one or more perspective process(es), and consists of image(s)/view(s) created by the same. Examples include linear, curvilinear, and spherical perspective. Patently, various perspective forms are possible for each instantiation of a perspective category and/or (overloaded) set of categories. |
| Perspective Function | Perspective, in general, enables capturing, observing, prescribing, measuring, calculating, classifying, modelling, surveying, mapping, indexing, gauging, certifying, linking, mixing, exploring, displaying, and projecting perspective images, of a spatial reality. These are the functions of perspective. |
| Perspective Goal | The goals of optical perspective <IMAGING CLASS> are to view, match, or represent spatial reality; and/or to create Illusions of, and/or Immersions into, a spatial reality. |
| Perspective Illusion | Perspective techniques are sometimes used to create visual illusions. Typically, a perspective illusion makes false impressions of size, depth, position, place (immersion), or transparency for objects/people. |
| Perspective Method | Any imaging technique that works to instantiate one or more perspective principle(s), resulting in a detailed visual image, measurement, representation, model, view, or projection, of a 3-D object or 3-D scene. |
| Perspective of Forms | Refers to combined visual appearance factors such as perspective of points, lines, planes, solids; whereby the apparent shape of an spatial object/scene is observed/captured/defined, and relating to surface-projection(s), and/or the apparent outline(s) of objects/scenes. Relates also to perspective phenomena such as diminution of size and diminution of form (loss of outline), degradation of form (loss of shape), and foreshortening, plus formation of vanishing points, etc. |
| Perspective Phenomena | Perspective phenomena refer to the apparent and generalised changes to spatial object/scene visual features that occur according to a particular type of perspective and its inherent processes. |
| Perspective Principle | A perspective principle refers to an imaging mechanism, comprised (at a minimum configuration) of real/modelled scene/object and picture-plane/surface structures, plus one or more perspective process(es), working to capture an image/view of, or project outwards an image/shadow/outline into, certain aspect(s) of spatial reality. |
| Perspective Process | One or more <OPTICAL>, <MATHEMATICAL>, <GRAPHICAL>, <COMPUTER> process(es), working to produce a visual representation (or view/image) which reflects certain aspect(s) of spatial reality. |
| Perspective System | A perspective system is a particular scheme of visual/optical/technical perspective that operates as a unit of perspectival image-making capability, image-projecting capability, or else image-analysis/matching functionality. |
| Perspective View | Any live (real-time) / recorded (photograph or movie) perspective image of a spatial scene. |
| Projection Scale | Projection scale is the optical magnification (size in the picture plane) employed for a perspective view/image. |
| Projection Scale Resolution | Projection scale resolution is the smallest level of structural detail—or size interval (in object-space units)—discernible within a perspective image. Using an increased projection scale, may result in new structural details becoming visible, which relate to the improved projection scale resolution (within limits of the method). |
| Size / Distance Law | A fundamental tenet of optics is the inverse size-distance law, which states that if one doubles the distance to an observed object, the represented size of said object becomes one-half of the original (apparent or projected) size. Relates to diminution of size perspective. |