

APPLICATIONS OF PERSPECTIVE BY DISCIPLINE AND GOAL

How perspective is viewed, matched, represented, creates illusion and delivers immersion across fields.

DISCIPLINE	VIEW	MATCH	REPRESENT	ILLUSION	IMMERSION
 Anatomy / Medicine	CT, MRI, X-ray, electron, nuclear and ultrasound imaging. 	Kinaesthetic modelling; prosthetics; oncology; ophthalmology; AI. 	Medical illustration; brain imaging; radiology; education; robotic surgery. 	Internal-body visualisation; cardiology; radiotherapy; gastroenterology. 	Stereography; VR/AR operations; remote and keyhole surgery. 
 Archaeology / Natural Sciences	Remote sensing; active, passive and microwave. 	Photogrammetry; metrology; surveying; AI. 	NeRF, LiDAR, topography and sedimentary mapping. 	Radar and VR imaging; GNSS, UMI and Earth maps. 	Built-environment VR/XR/MR/RM surveying. 
 Architecture / Environment	Buildings, columns, fountains, gardens and environments. 	CAD and multi-modal building simulations; AI. 	Idealised buildings, interiors and furniture. 	Future-building VR and building-reality experience. 	Environmental walk-throughs; lighting simulations; AI. 
 Astronomy	Ground- and space-based telescopes; optical, gravity and particle views. 	Survey telescopes; universe modelling; star atlases; AI. 	Astronomical seasons, planetary orbits and eclipses. 	Virtual star atlases and solar-system fly-throughs. 	Planetariums; IMAX and sphere theatres. 
 Artistic Subjects	2-D and 3-D art, drawing, painting, sculpture and installation. 	Modelling; light shows; visibility maps; large installations. 	Intarsia, lettering, marquetry, polyhedra and sculpture. 	Light and night-scapes; stage lighting; projection mapping. 	Sphere and IMAX theatres; drone light shows; fireworks. 
 Cinema	2-D cinema, large format, HFR and time-lapse. 	3-D photogrammetry; digital filmmaking; virtual production. 	Motion capture; practical/CGI blending; animation. 	Digital filmmaking; SFX; widescreen and practical effects. 	Stereoscopic cinema; virtual production; volume screens. 
 Computing	Generative AI; hypergrams and visualisation. 	Computer vision; GIS, GPS and AI. 	Computer graphics, CGI, animation, VFX and CAD. 	3-D, volumetric and holographic displays; simulation. 	Digital metaverse; VR, AR, MR, XR and AI. 
 Information Visualisation	Cosmograms; visual relationships; global viewpoint and focus. 	World trees and types; spatialisation; biosphere modelling. 	Multi-view and multi-time representation; false perspective. 	Social and cultural modelling; ecological relations. 	VR/AR information visualisation; Tree of Life; cognitive media. 
 Crystals / Gems / Symmetry	Natural crystals and gemstone optics. 	Atomic, molecular and facet symmetry modelling. 	Microstructure and modal-structure representation. 	Gemstone simulation; light scattering and dispersion. 	Atomic and sub-atomic structural visualisation. 
 Drones	Aerial and sky photography; aerial surveys. 	Photogrammetry; metrology and surveying. 	Panoramic and 360-degree spherical views. 	Bird's-eye views and panoramic fly-throughs. 	VR trips; panoramas and volume displays. 



From the invisible to the immersive: perspective enables how we see, understand, create and experience the world.

It matches methods to meaning, represents reality, reveals illusion and delivers immersion across every field of human activity.