



1. camera position
2. view vector / pt. of external intersection  
 $\vec{v} = c - v$
3. location of interior planes  
 $\hookrightarrow p, n$

$$f(t) = c + \vec{v}t$$

$$x = e_x + v_x t$$

$$t = \frac{x - e_x}{v_x}$$

