## Scale

Openings within surfaces are created by cutting along the line of the viewport projection and then scaling points or surfaces to the Viewpoint. Since the first reference point of scaling is the Viewpoint there is no distortion within the surface thus maintaining the implied shape/form regardless of the distance from the viewer.
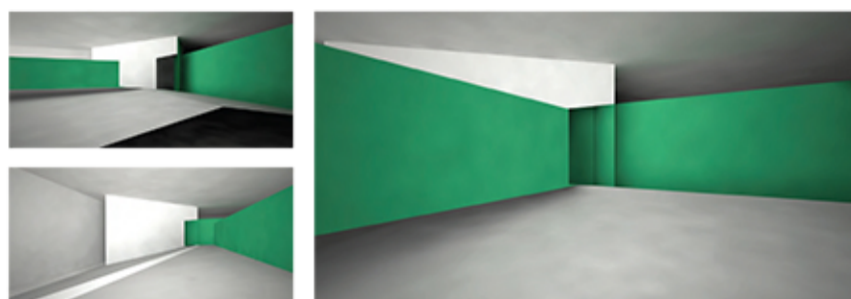

Non Aligned View   Aligned View
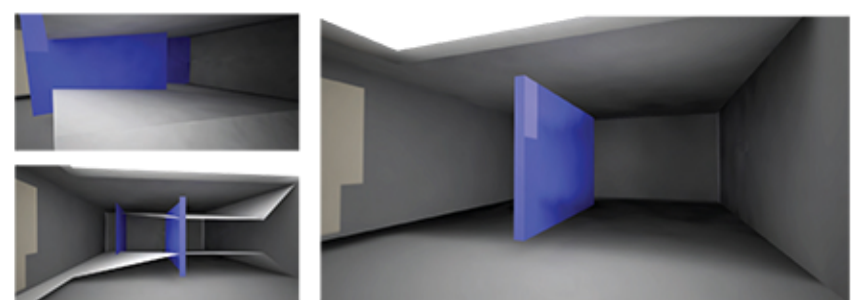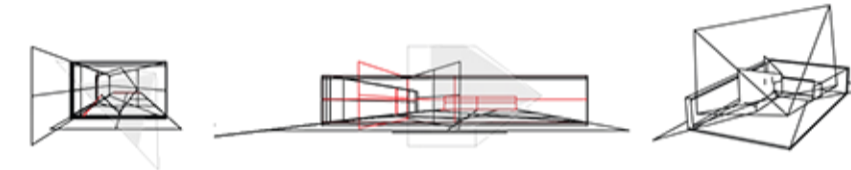

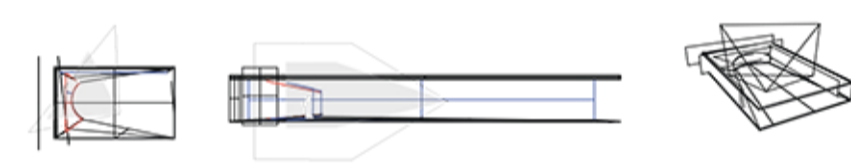Non Aligned View   Aligned View
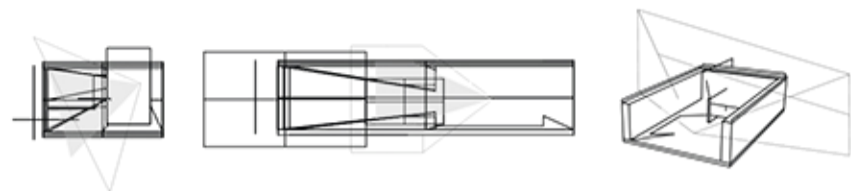
Context Manipulation

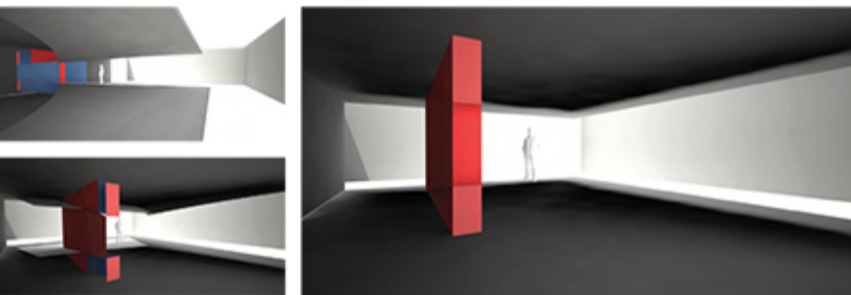It is not necessary to use an image to project through the space. Relative positioning can be achieved by manipulating the context or new forms using the point of view

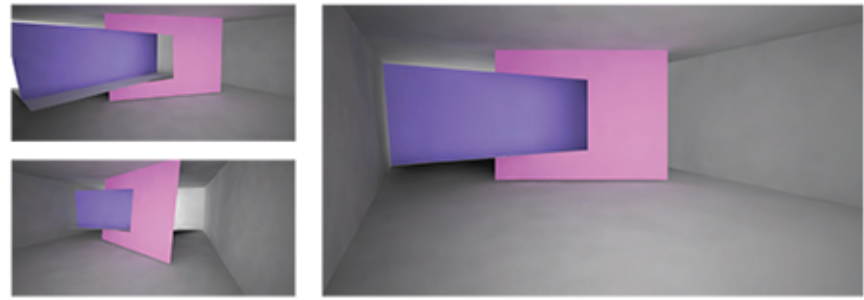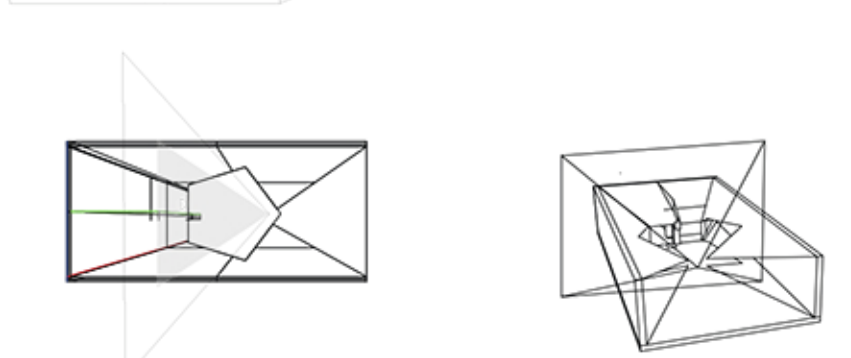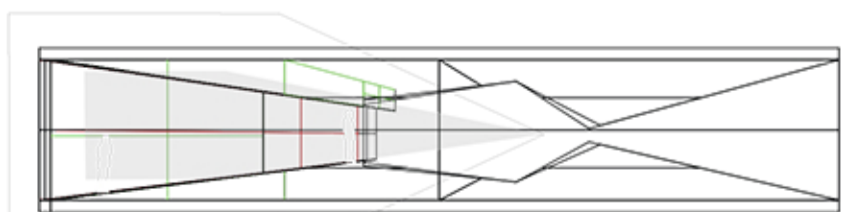Non Aligned View   Aligned View

Non Aligned View   Aligned View
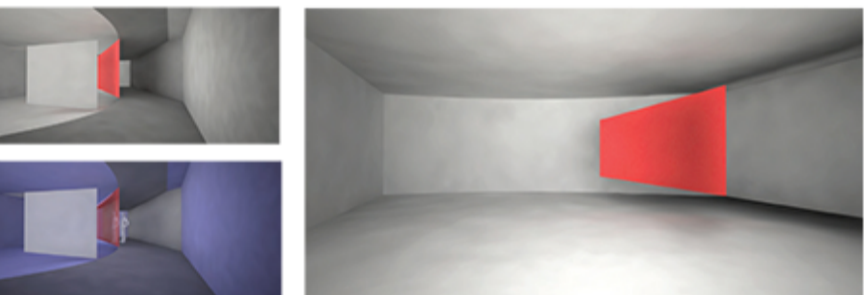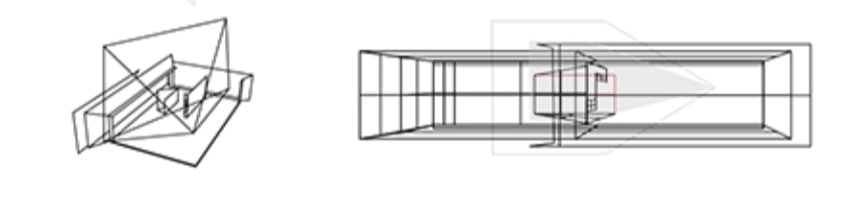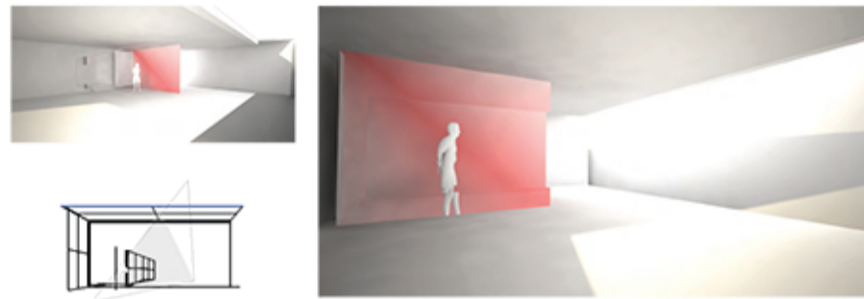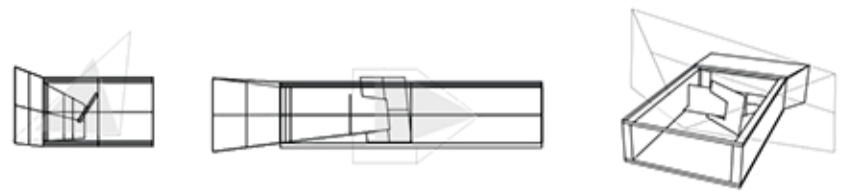

Cloaking

It is possible to 'cloak' elements within a space by projecting the forced perspective lines onto surfaces. In addition to the lines, use of color, material, and lighting make it possible for surfaces to 'disappear'.

Non Aligned View   Aligned View

Non Aligned View   Aligned View