Parallel Projections in OpenGL®

glOrtho(xmin, xmax, ymin, ymax, zmin, zmax);

far clipping plane (at z=-zmax)

(xmax,ymax,-zmax)

y

(xmin,ymin,-zmin)

near clipping plane (at z=-zmin)

x

resulting image

z
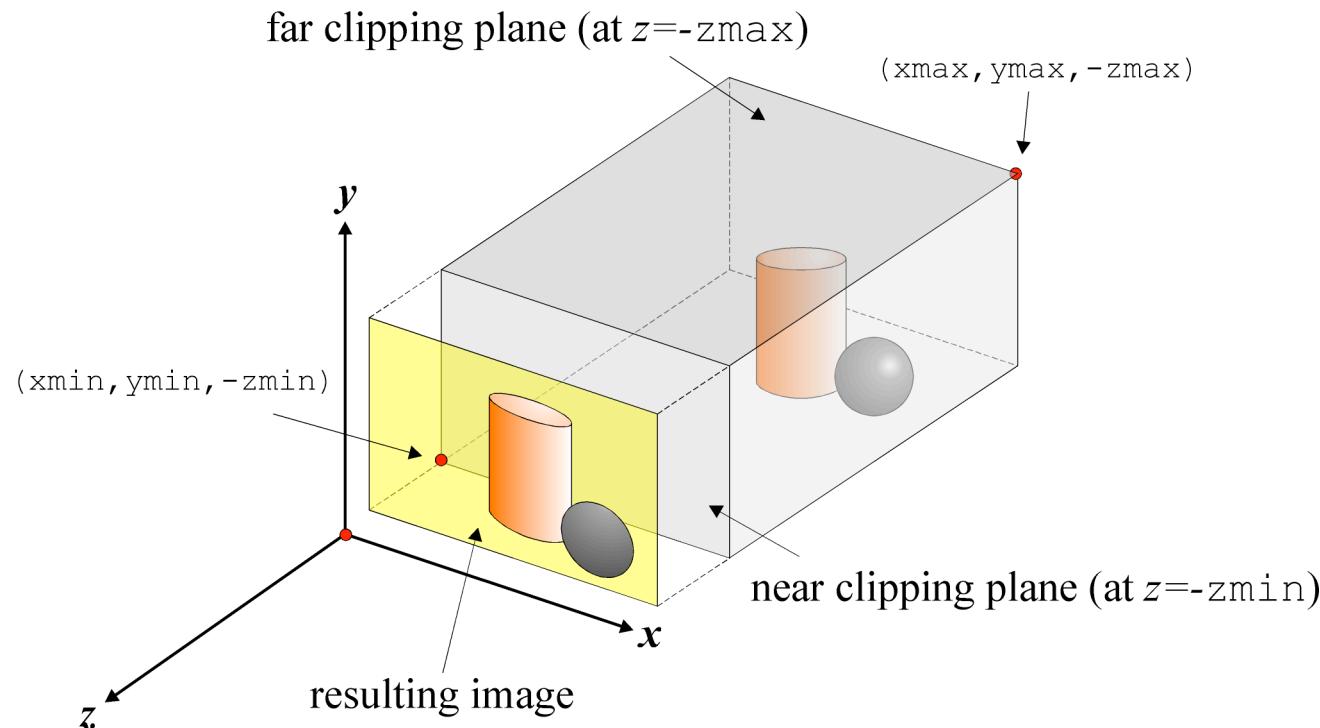
Note: we always view in -z direction need to transform world in order to view in other arbitrary directions.