

Viewport Mapping

Map x and y independently...

$$P_x = G_{x,\min} + V_{x,\min} + \frac{(x - F_{x,\min})}{(F_{x,\max} - F_{x,\min})} (V_{x,\max} - V_{x,\min})$$

$$P_y = G_{y,\min} + V_{y,\min} + \frac{(y - F_{y,\min})}{(F_{y,\max} - F_{y,\min})} (V_{y,\max} - V_{y,\min})$$