

SVG to fit



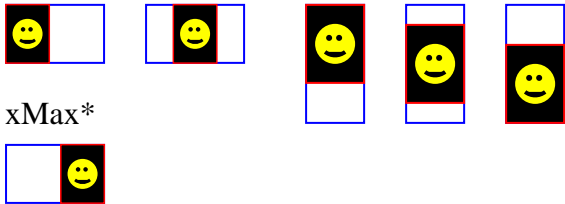
Viewport 1



Viewport 2



----- meet ----- meet -----  
xMin\* xMid\* \*YMin \*YMid \*YMax



----- slice ----- slice -----  
xMin\* xMid\* xMax\* \*YMin \*YMid \*YMax

