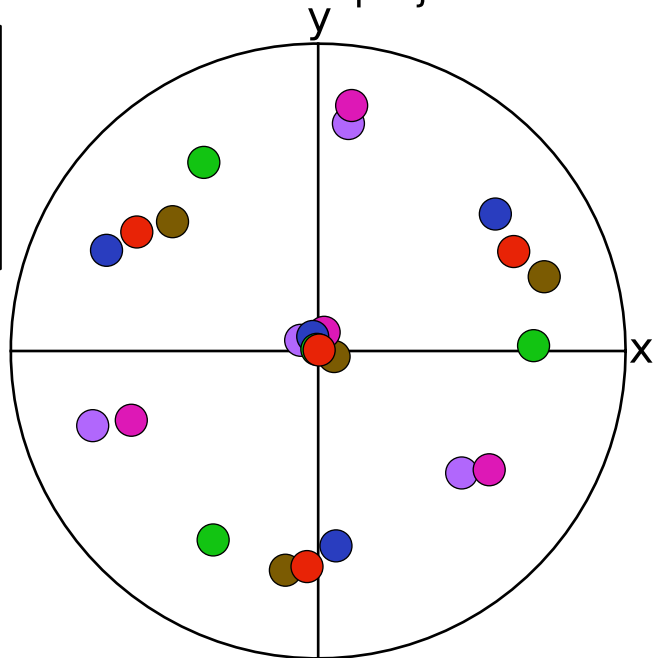


direct stereo projection



inverse stereo projection

