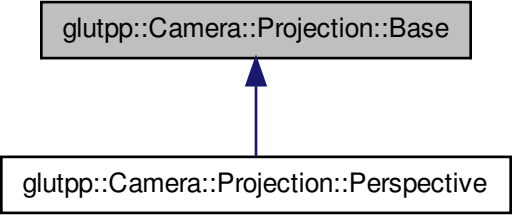


glutpp::Camera::Projection::Base



glutpp::Camera::Projection::Perspective