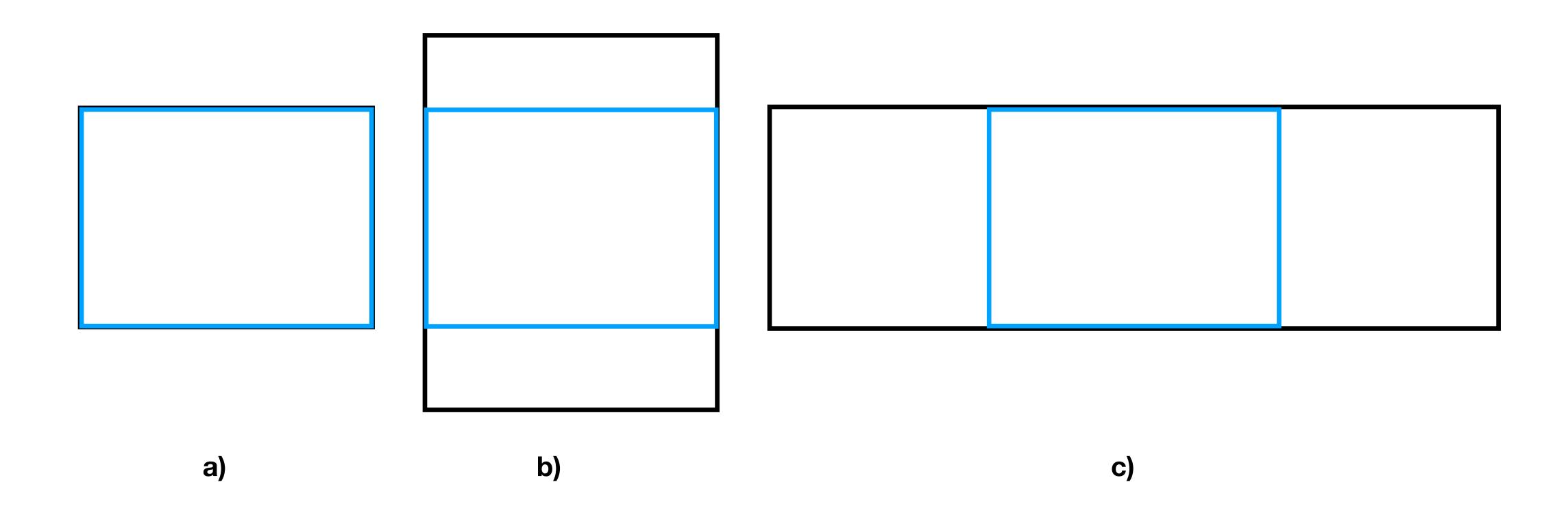
black = window shape

blue = UI shape



right now, a works (if they're the same aspect ratio, and c) works, but not b)