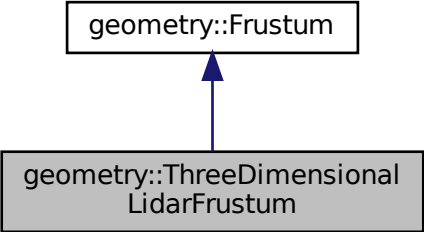


geometry::Frustum



```
graph BT; A[geometry::ThreeDimensional LidarFrustum] --> B[geometry::Frustum]
```

geometry::ThreeDimensional
LidarFrustum