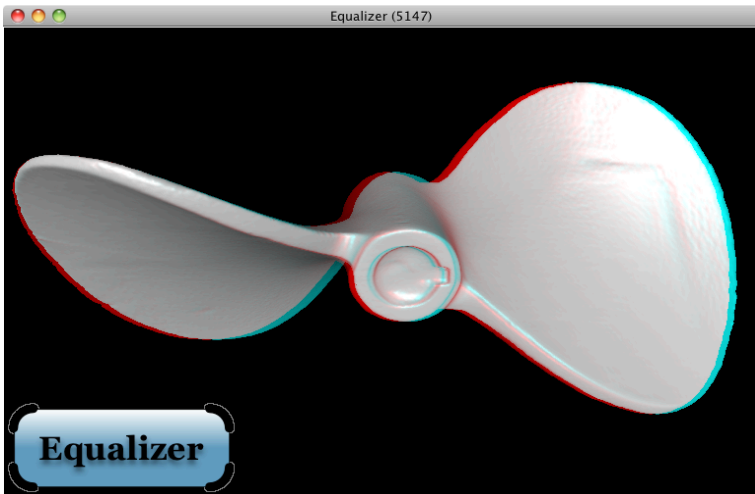


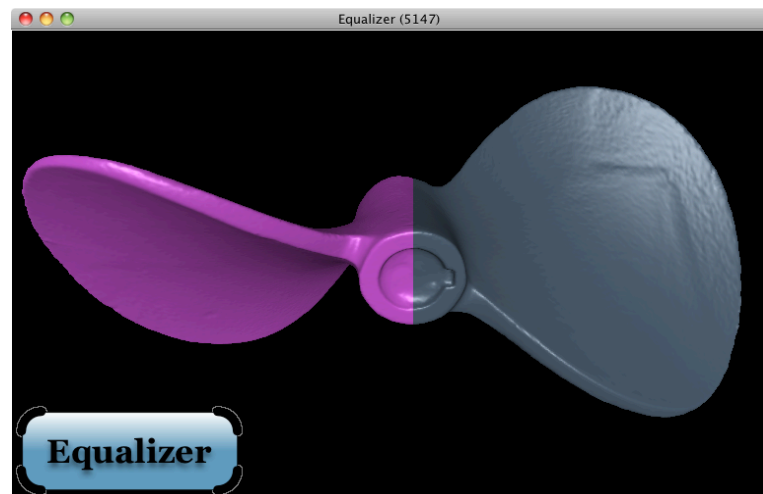
Stereo Mode



GPU 0
left eye

GPU 1
right eye

Mono Mode



GPU 0
left half

GPU 1
right half