channel "destination"
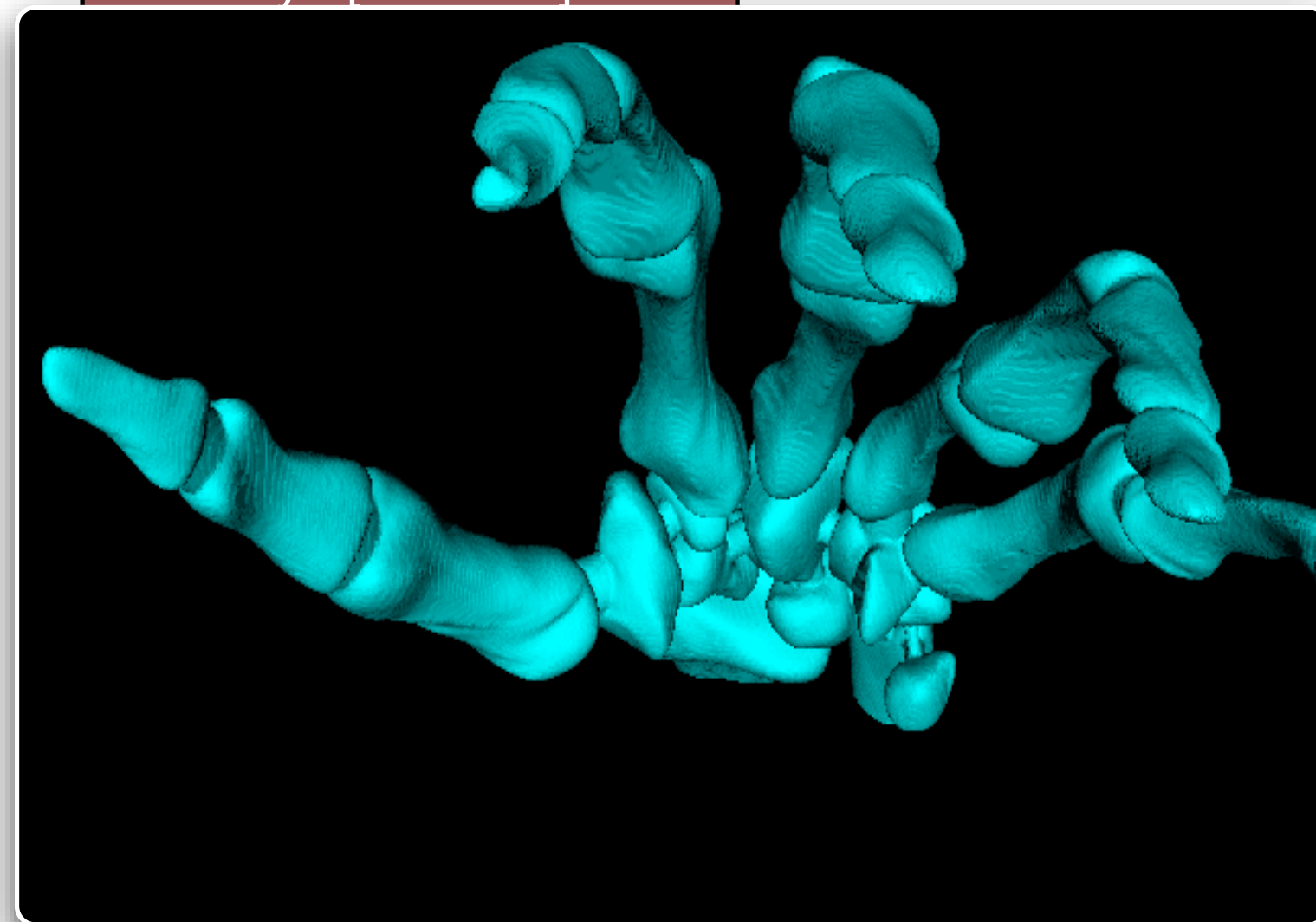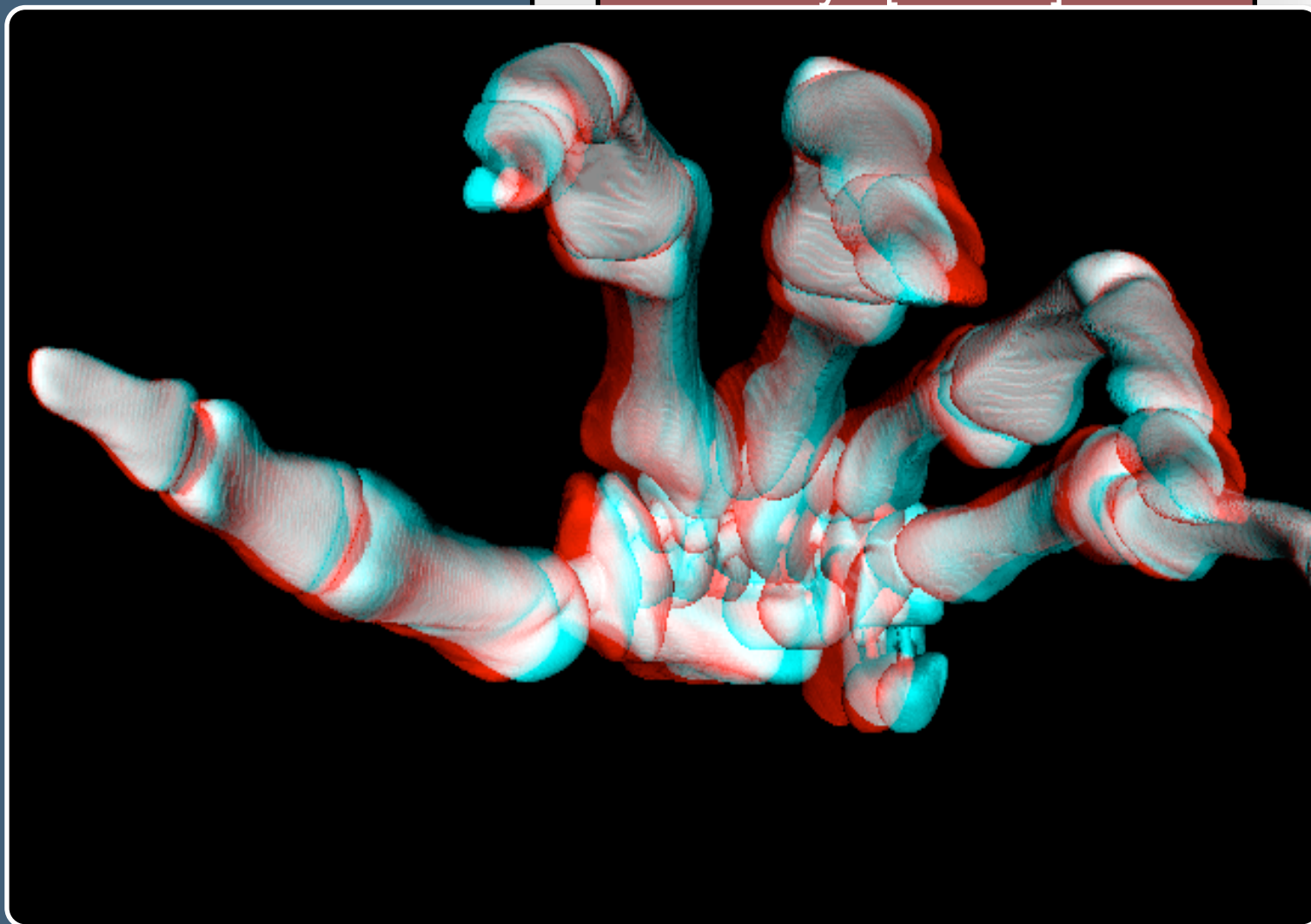wall { ... }

channel "destination"
eye [*LEFT*]

channel "buffer"
eye [*RIGHT*]

outputframe "frame"

inputframe "frame"