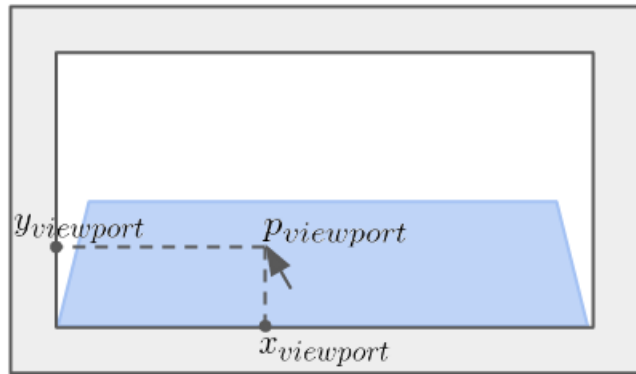


*Viewport Coordinates*



*World Coordinates*

