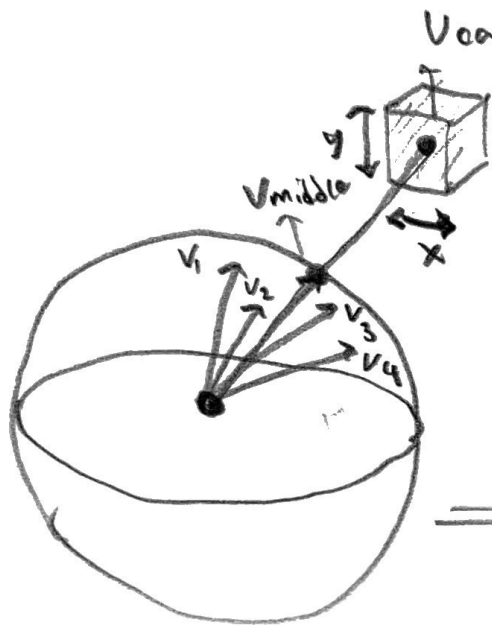


## transform. position

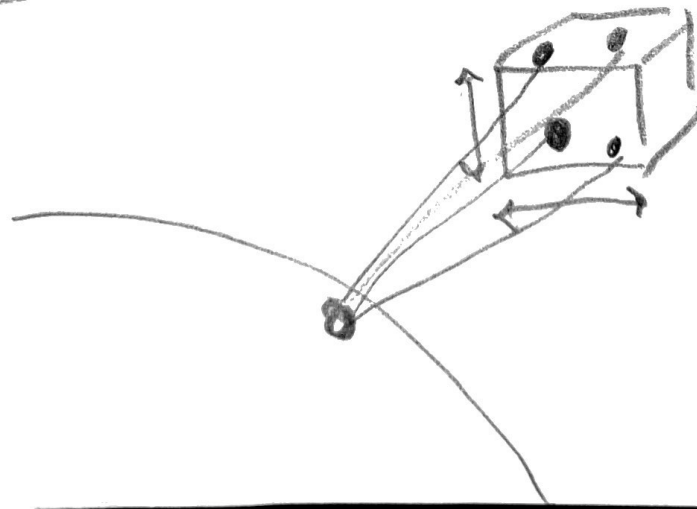


random sinus values

$$V_{\text{camera}} = V_{\text{middle}} * 2 + \underline{x_{\text{offset}}} + \underline{y_{\text{offset}}}$$

$$V_{\text{middle}} = (V_1 + V_2 + V_3 + V_4) \cdot \text{normalized} * 20$$

~ transform. rotation ~



$V_{\text{camera}}$ 'dan

$V_{\text{middle}}$ 'a bakacak  
bir transform. rotation  
cameraya atanacak.