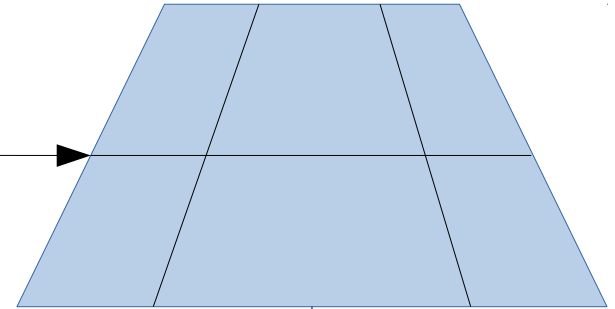
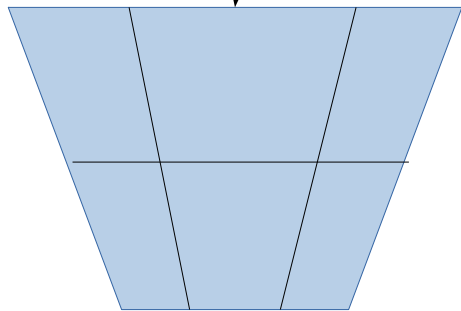


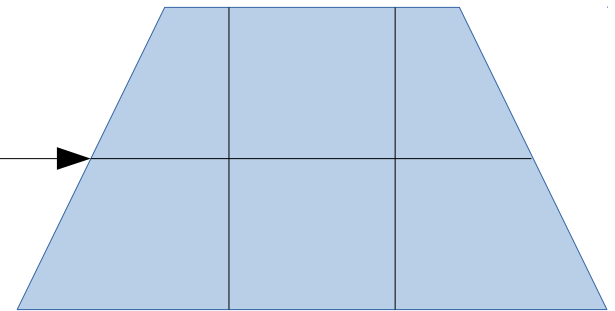
Gets projected as



Apply inverse transformation



Gets projected as



Projector image buffer

Projected image on screen