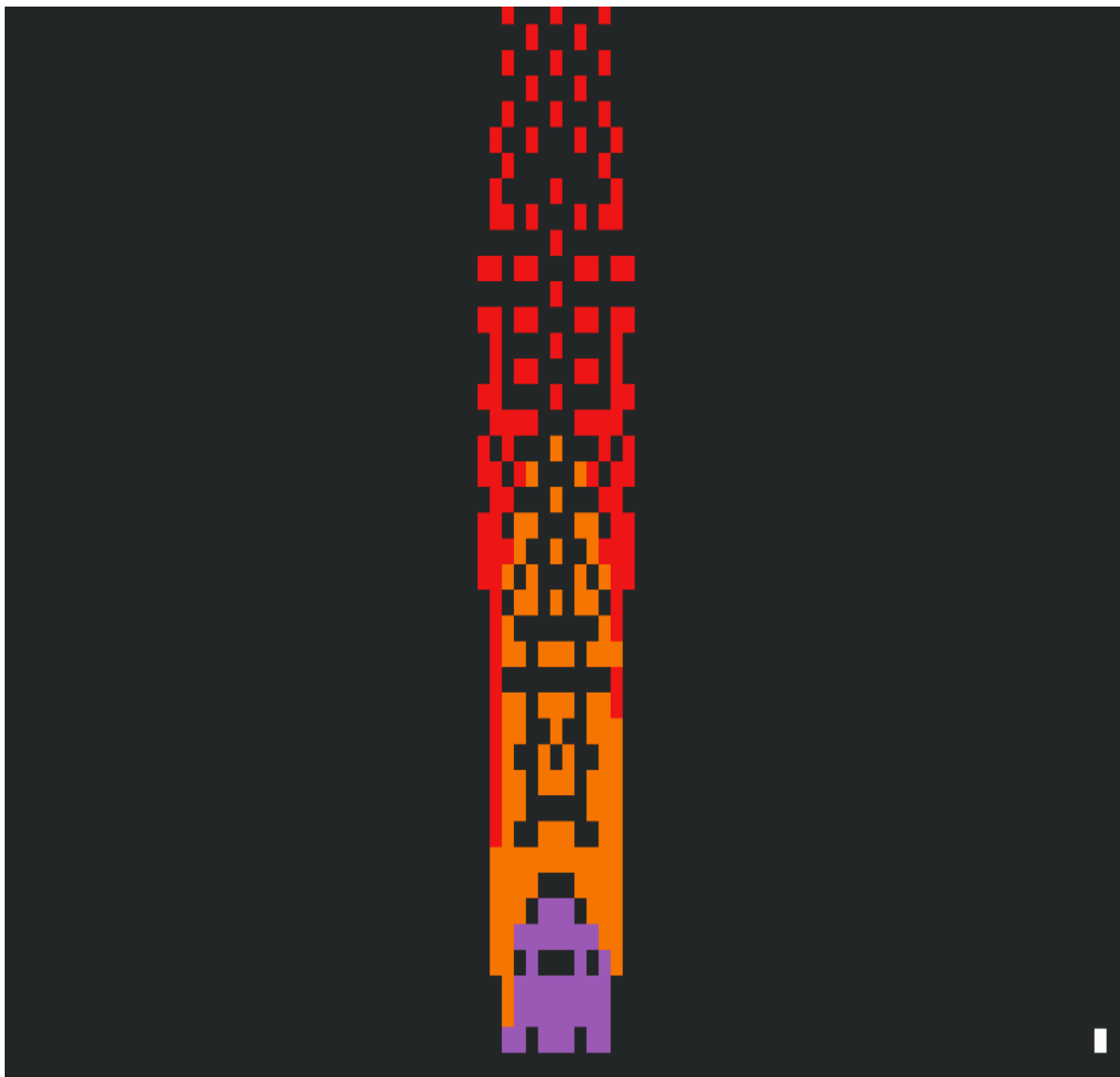


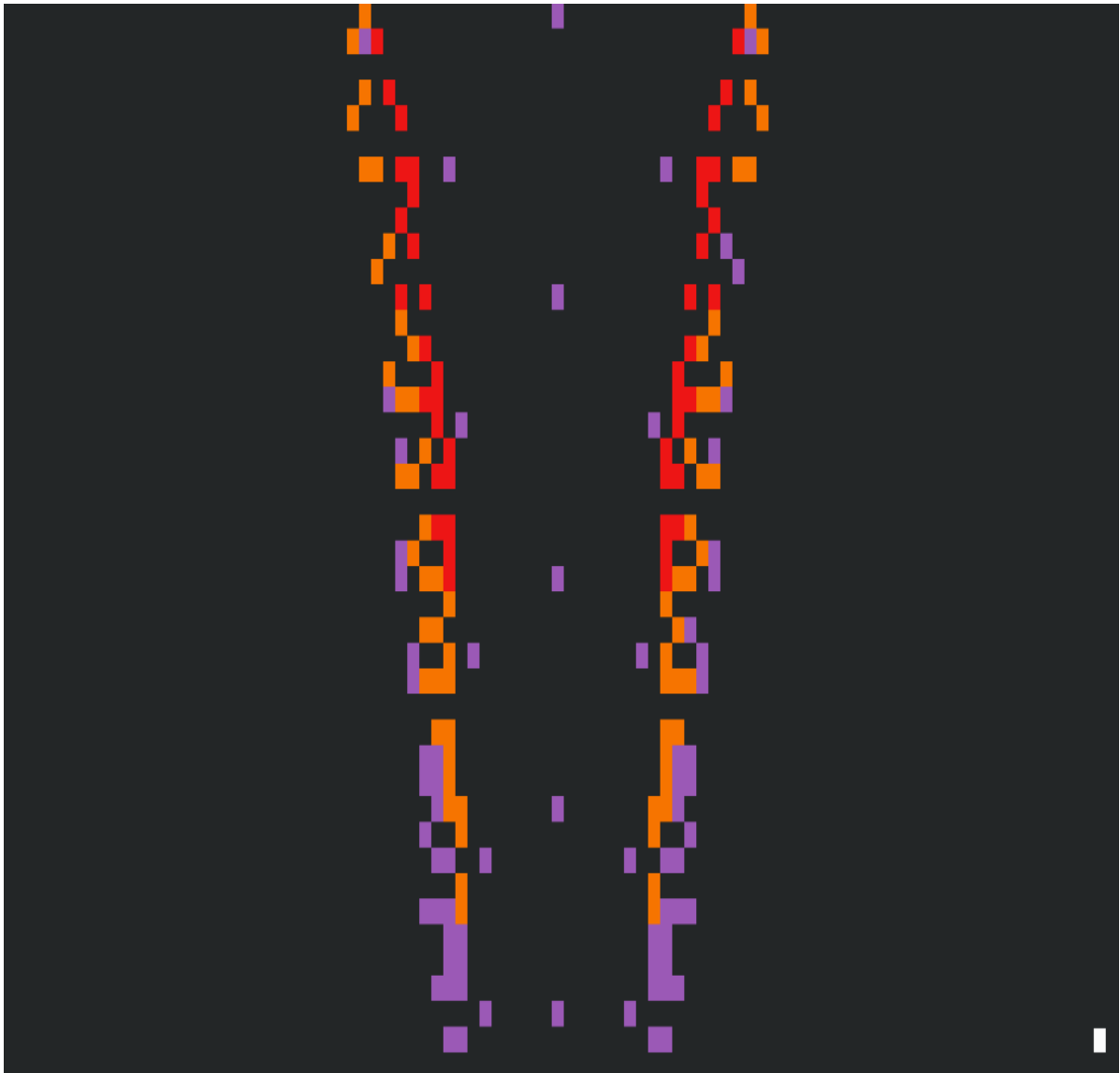
The user is prompted to choose one of three sample objects:

```
'w' and 's' changes y, 'a' and 'd' changes x, 'UP_ARROW' and 'DOWN_ARROW' changes z  
(1) sphere  
(2) taco  
(3) saddle  
█
```

Upon choosing the taco, you can see it from its side. Various keys can manipulate the camera in different directions.



After moving towards it a bit, you can see that the closer points are less dense because they are closer to the camera than the farther points.



After moving even farther, the closest points are now behind the camera.

