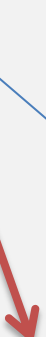


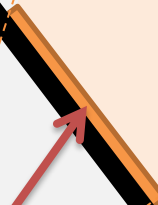
Original character/camera



restrict to orange render area



Portal texture camera



relative position of camera to portal

