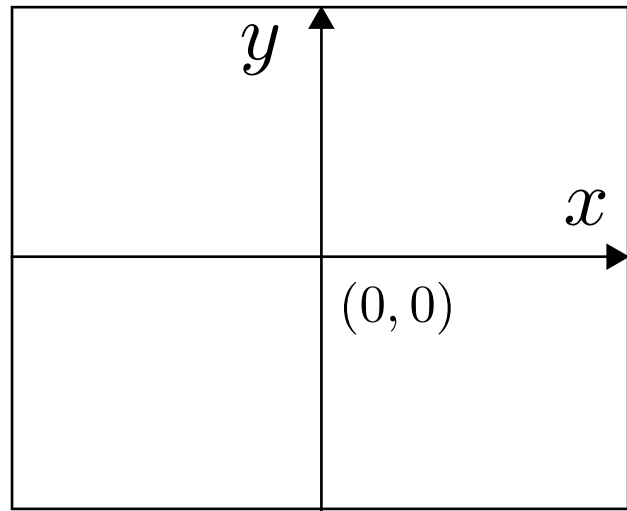


camera space

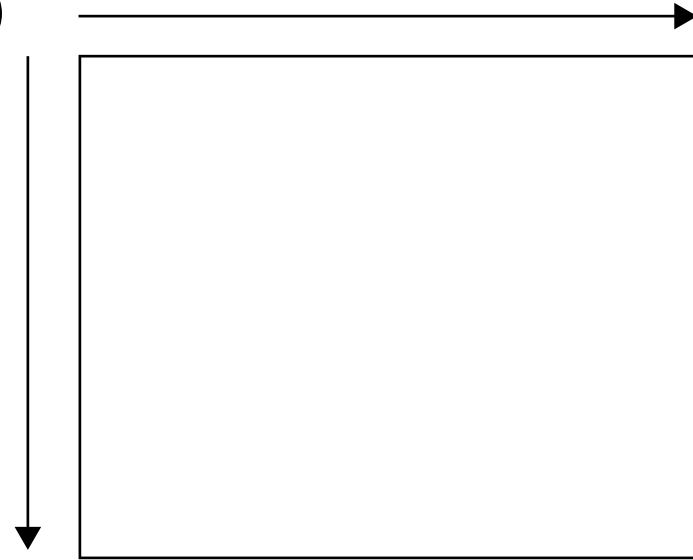
$(-sa, s)$



$(sa, -s)$

image space

$(0, 0)$



$(w, h)$