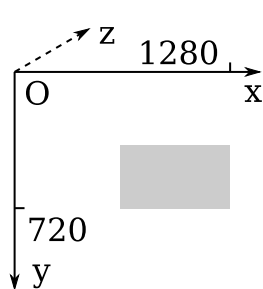


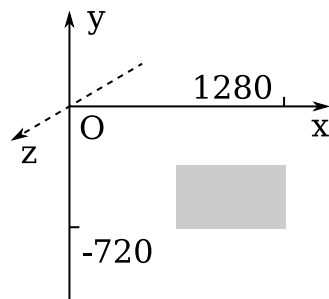
local space

model  
matrix  
→



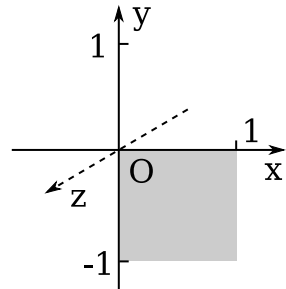
world space

view  
matrix  
→



view space

projection  
matrix  
→



clip space