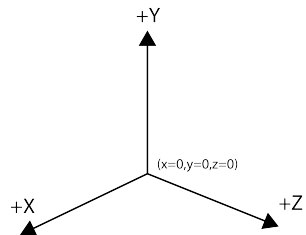
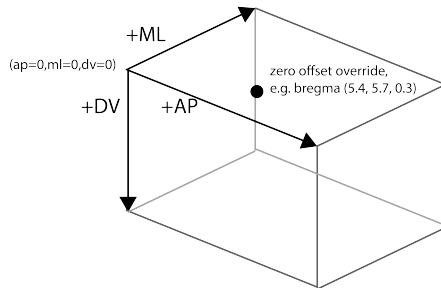


a

Unity "World" space



CCFSpace (CoordinateSpace)



MRITransform (CoordinateTransform)

