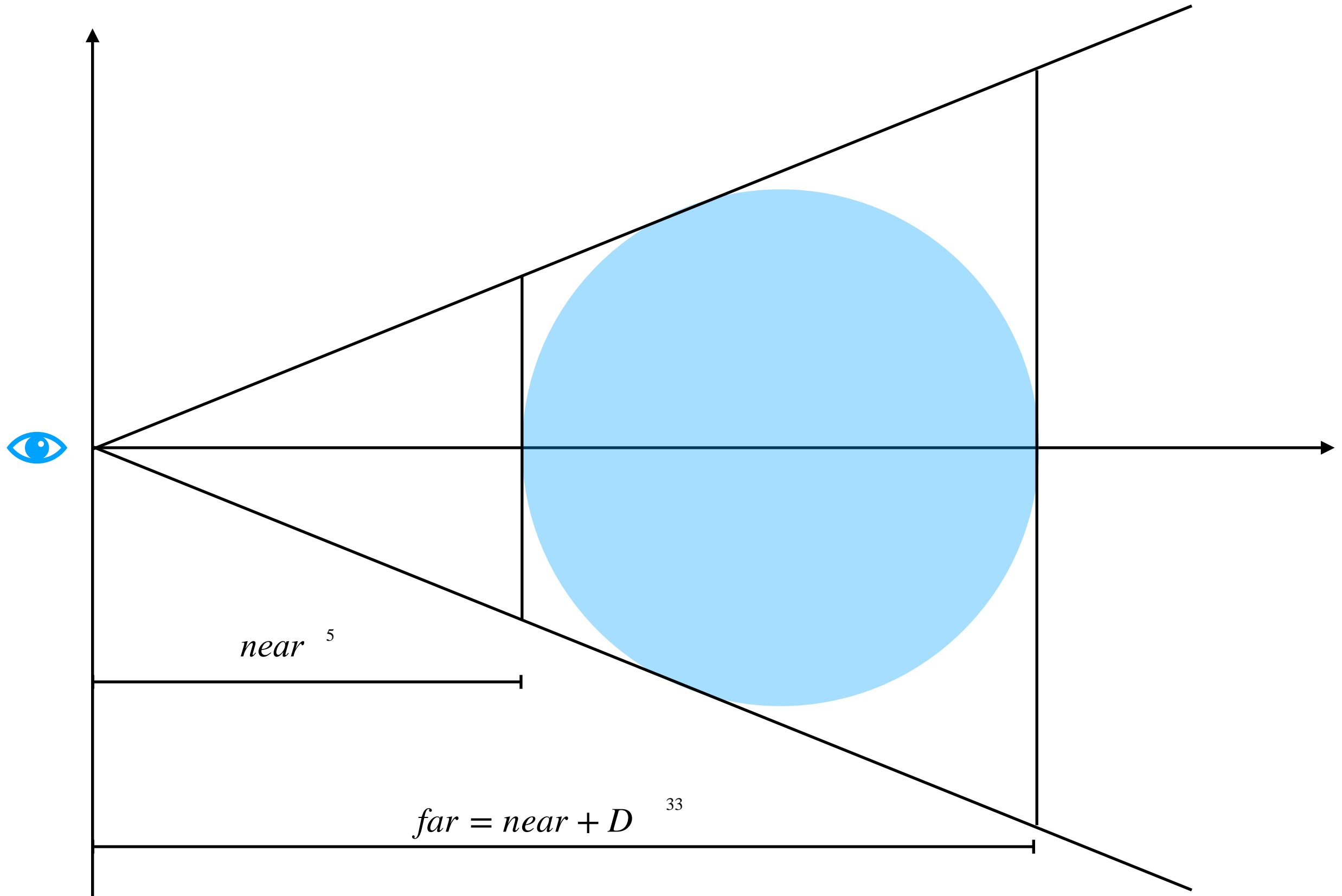


Viewing Frustum - *near* and *far* Parameters



Viewing Frustum - *fovy* and *aspect* Parameters

