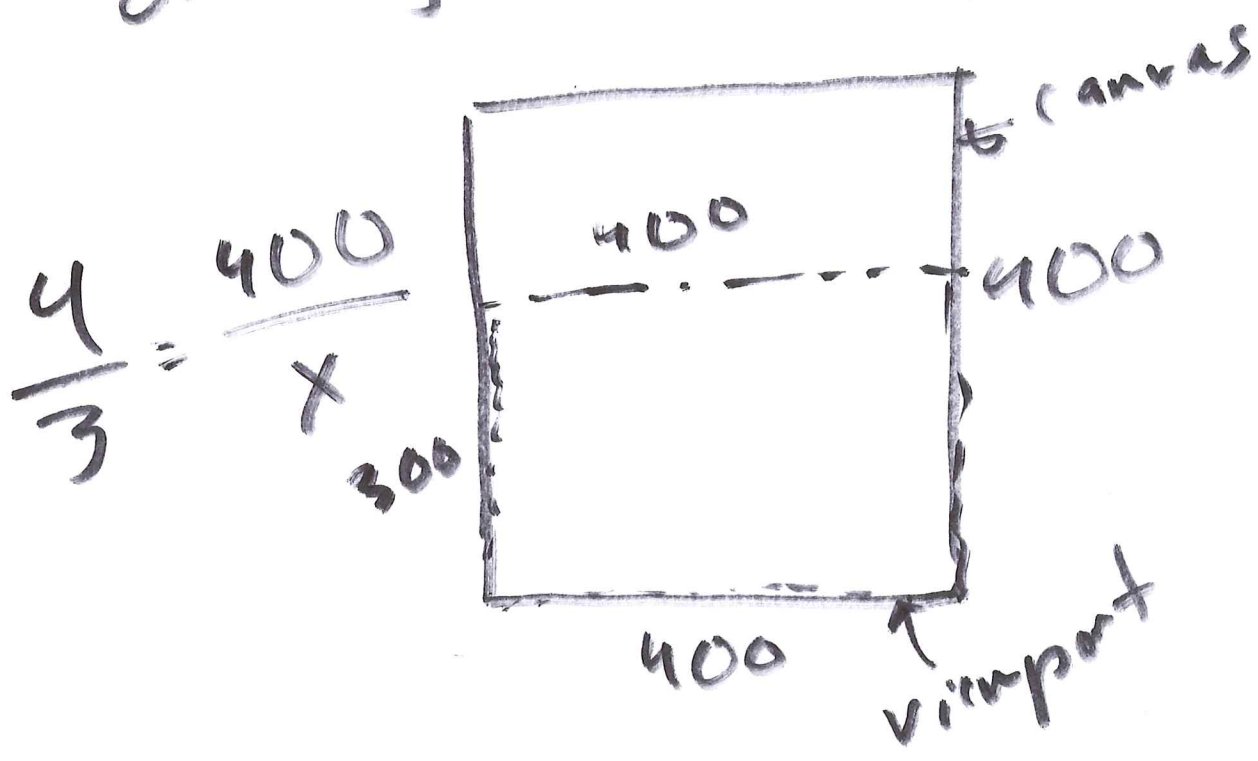
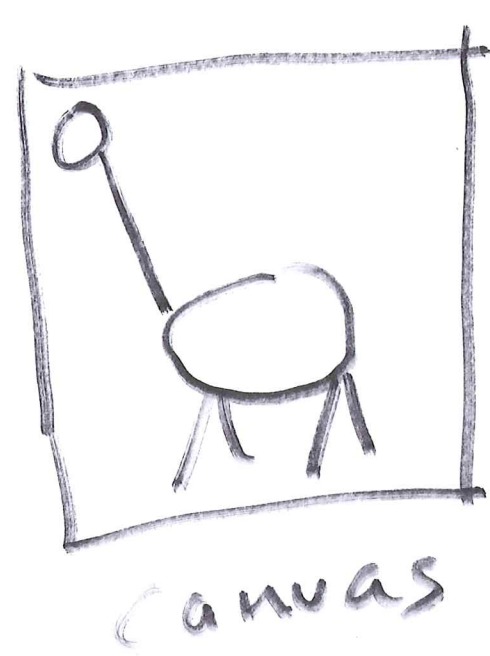
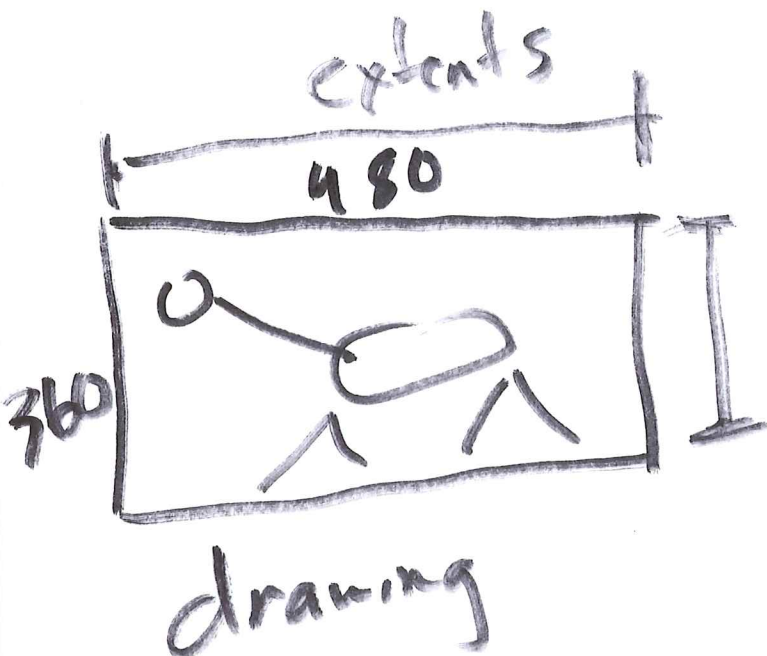


$$\frac{360}{480} = \frac{x}{400}$$

300
(0,0,300,400)

aspect ratio < 1



$$\frac{4}{3} = \frac{400}{x}$$

300

viewport(0,0,400,300)
aspect ratio > 1

