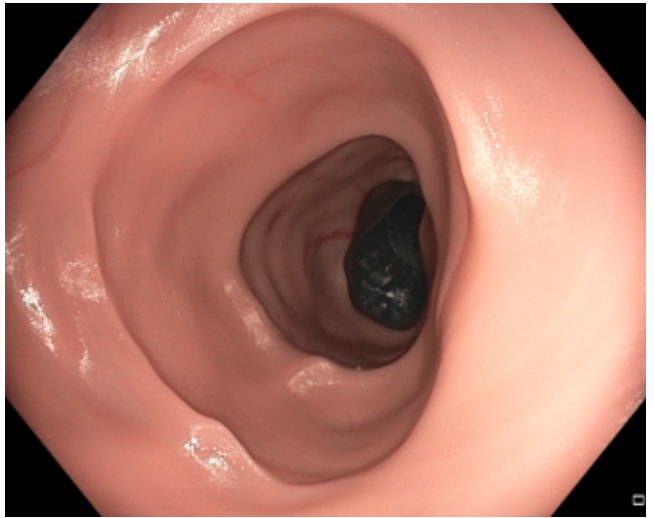
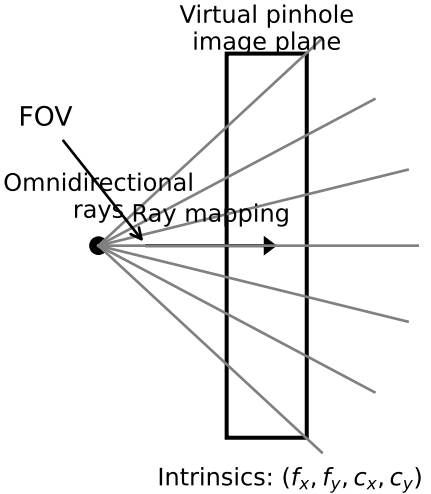
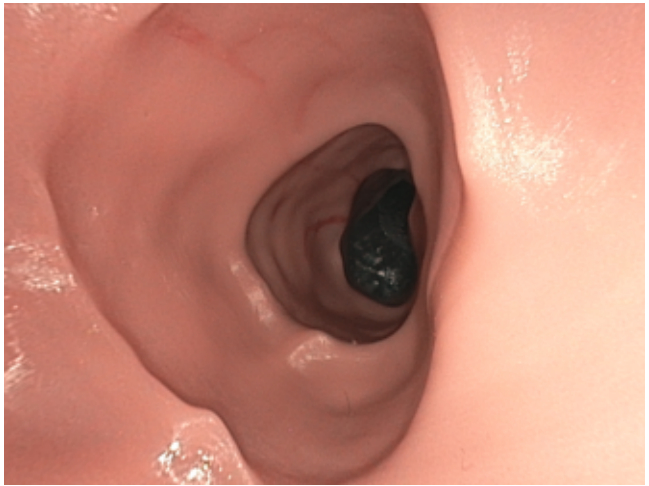
Fisheye input



Ray mapping



Rectified pinhole