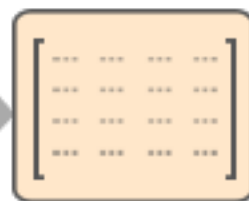
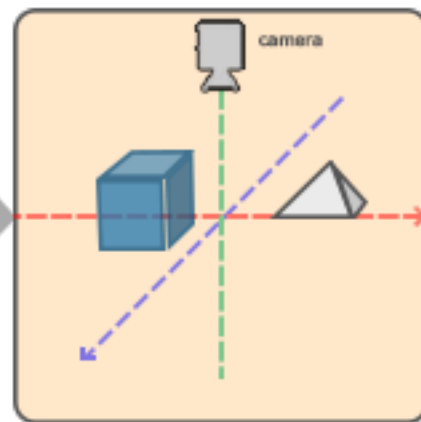


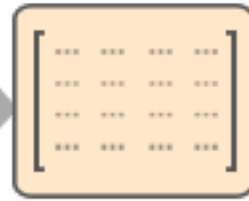
1. LOCAL SPACE



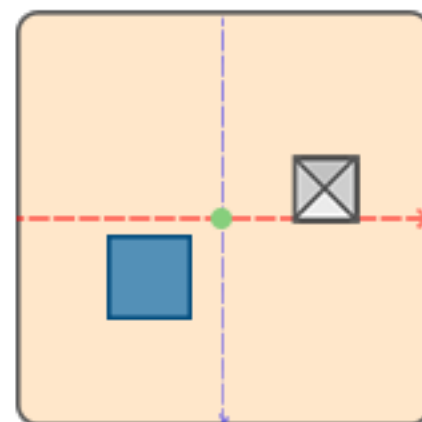
MODEL MATRIX



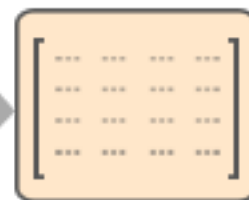
2. WORLD SPACE



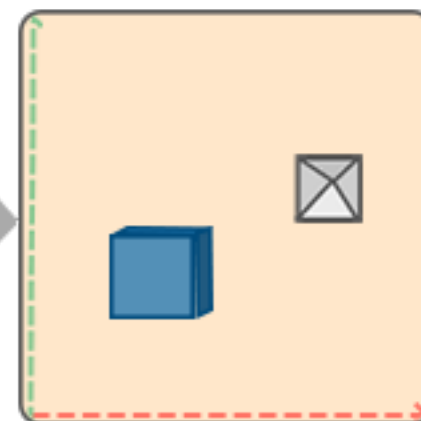
VIEW MATRIX



3. VIEW SPACE



PROJECTION MATRIX



4. SCREEN SPACE