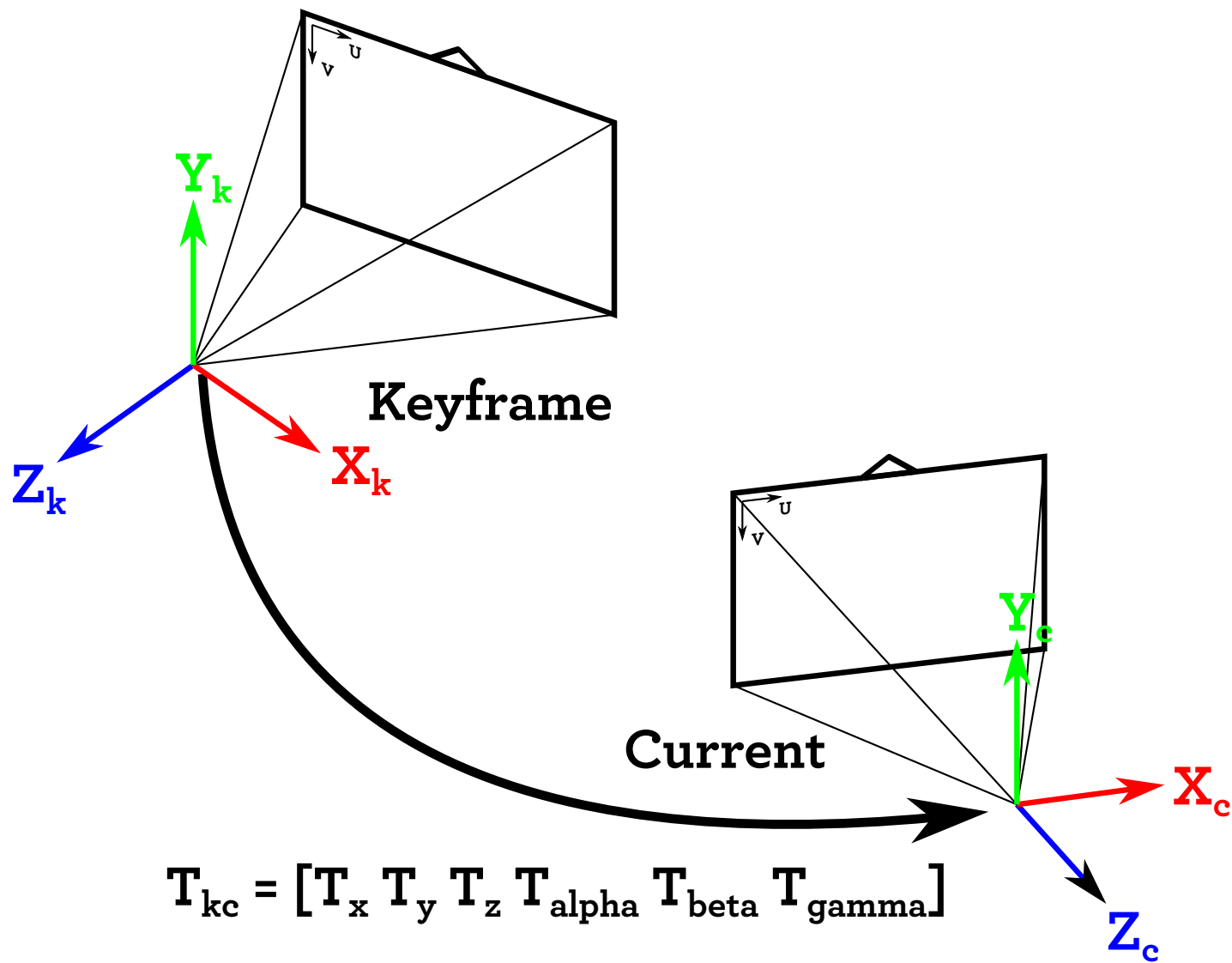


# WORLD

in meters/unitless  
right-handed coordinate system



# CAMERA

in pixels, starting at [1,1]

