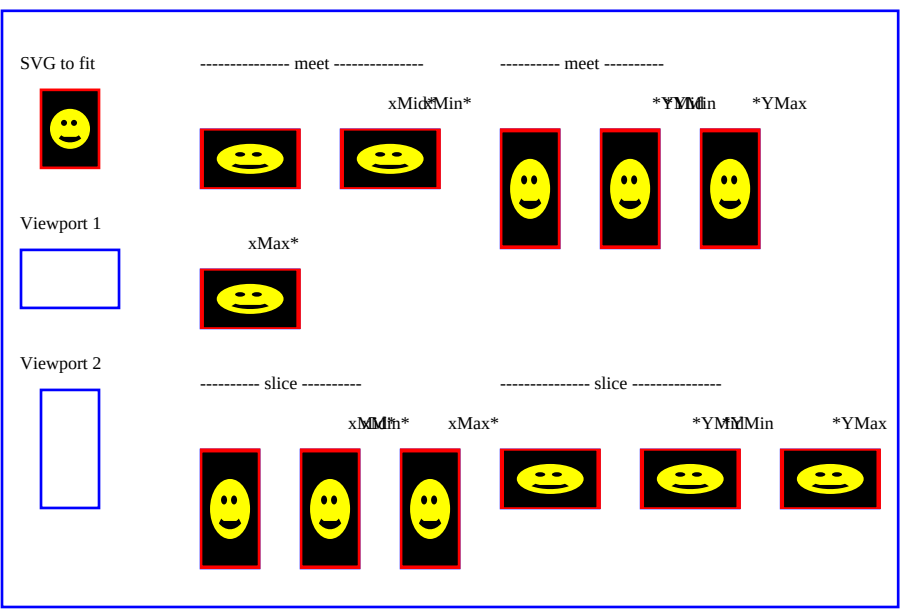
SVG to fit
Viewport 1
Viewport 2
---------- meet ----------
*YMin
*YMax
xMax*
---------- slice ----------
xMax*
*YMax