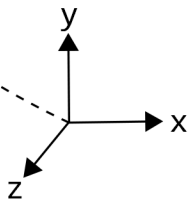
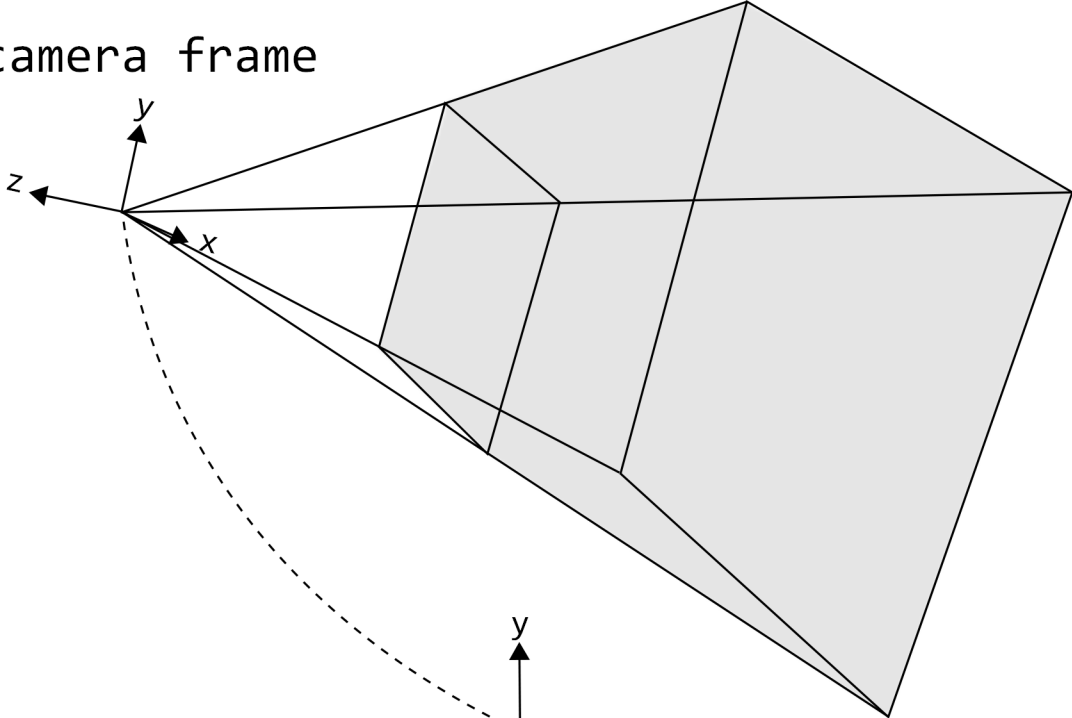
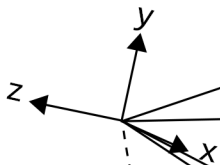


camera frame



world frame