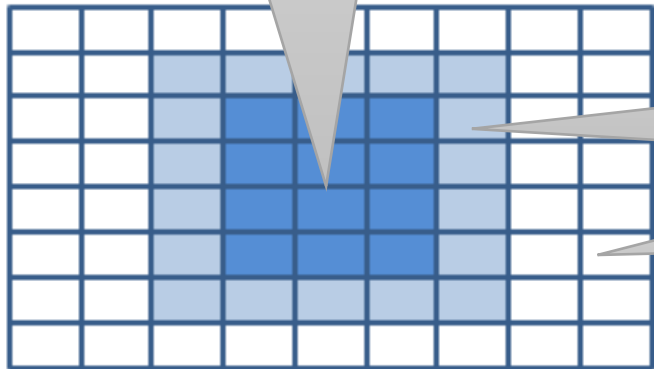


FOV region



Cushion region

Outmost region