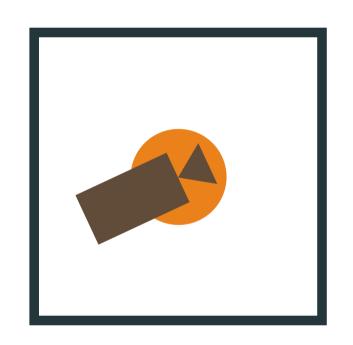
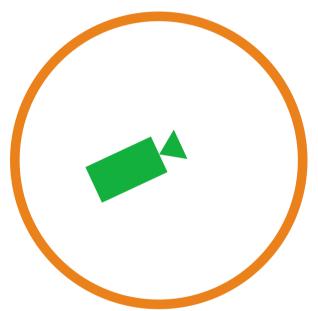
Sphere textured with a spherical image







Virtual camera

Projection camera

Result