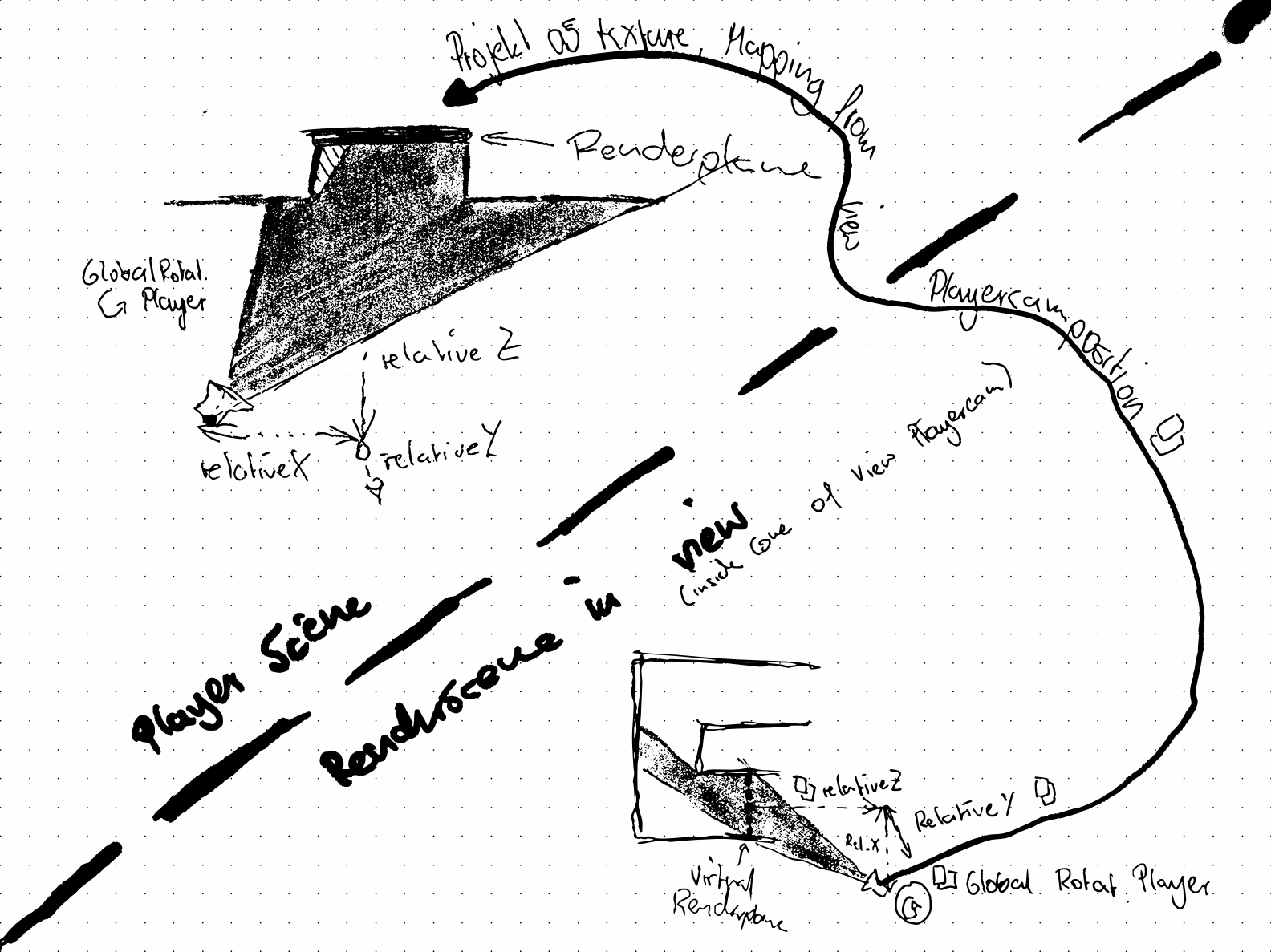
Projekt of texture Mapping from view
Rendertexture
GlobalRotat. Player
relativeZ
relativeX
relativeY
Playercam position
Player Scene
Rendertexture in view
(inside Cone of view Playercam)
relativeZ
Relative Y
Rel.X
Virtual Rendertexture
Global Rotat Player