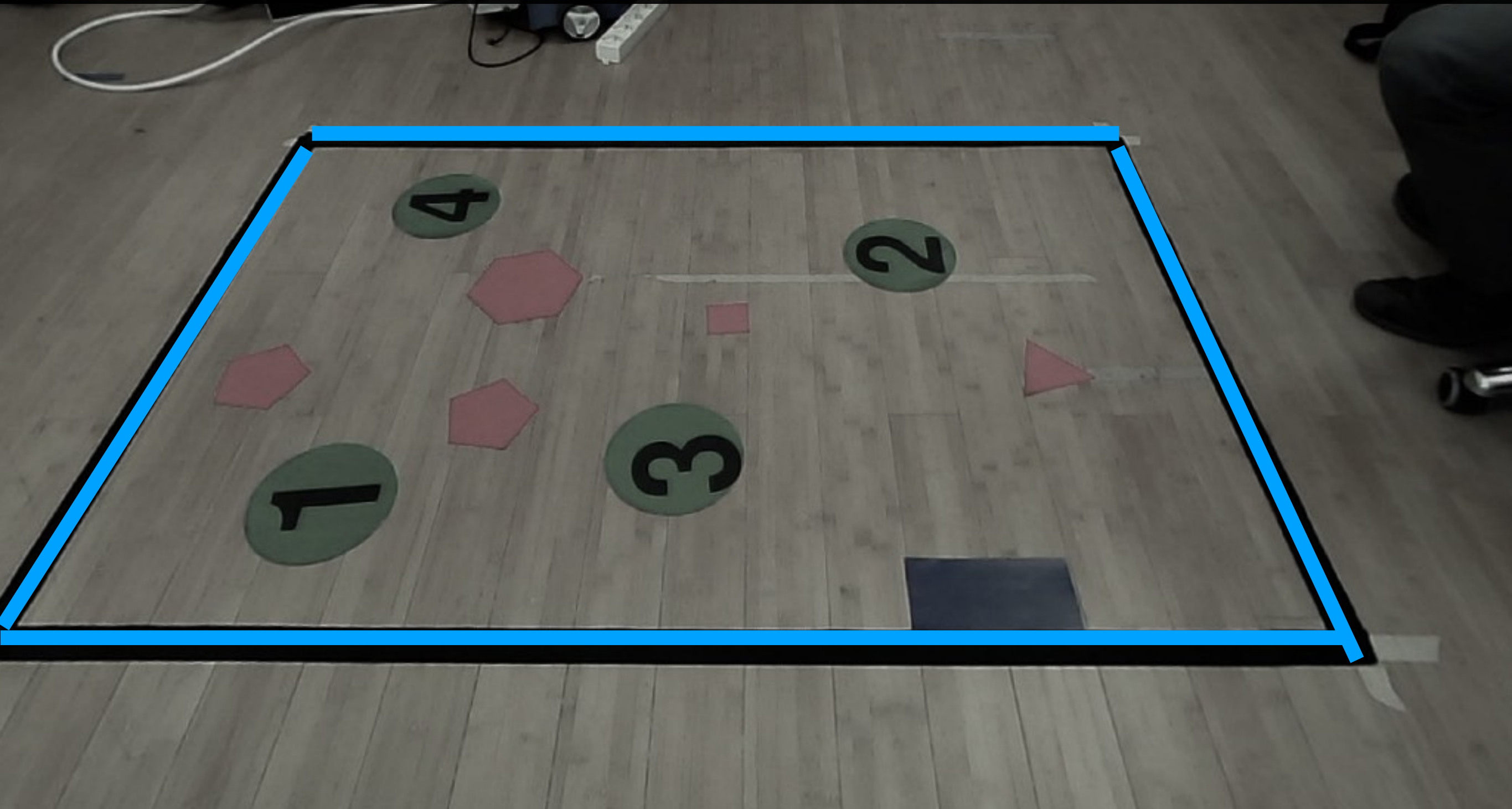


# Perspective Projection



1

4

3

2



1

4

3

2

