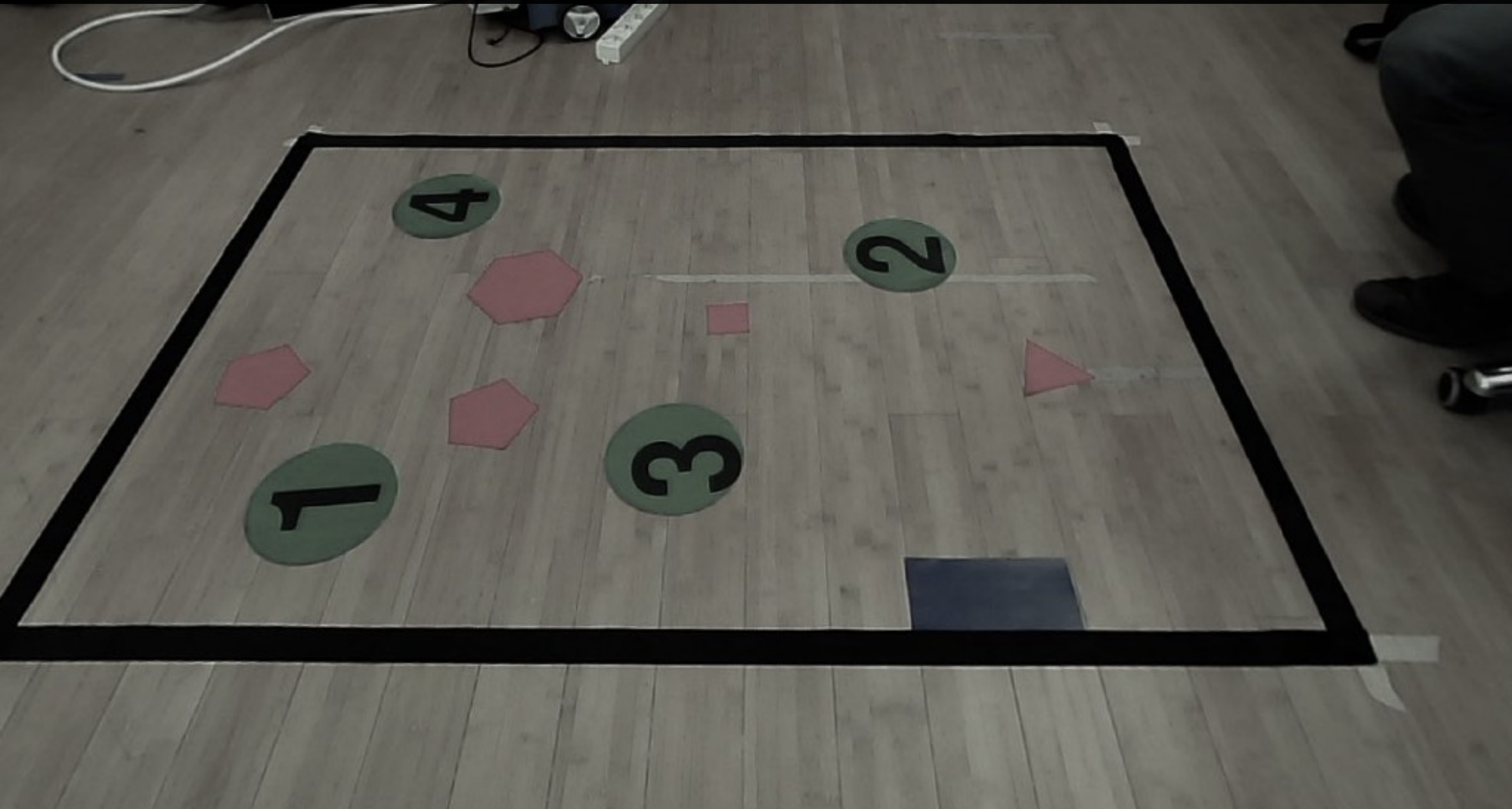


# Perspective Projection



# Perspective Projection

