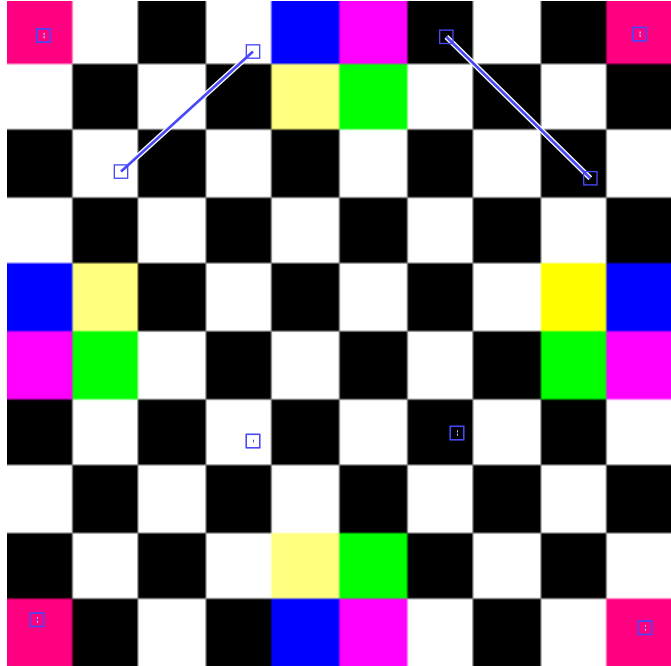


Source image

Press the red tool button to add point-point constraints



Warped Image

Press the blue tool button to compute the warped image

