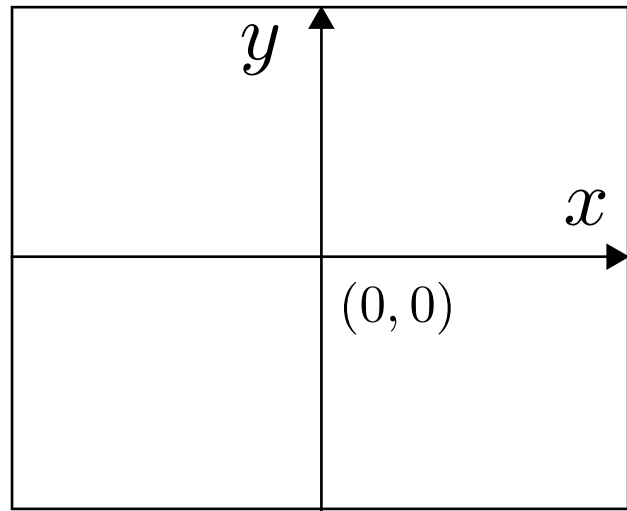


projected camera space

$(-sa, s)$



$(sa, -s)$

screen space

$(0, 0)$

