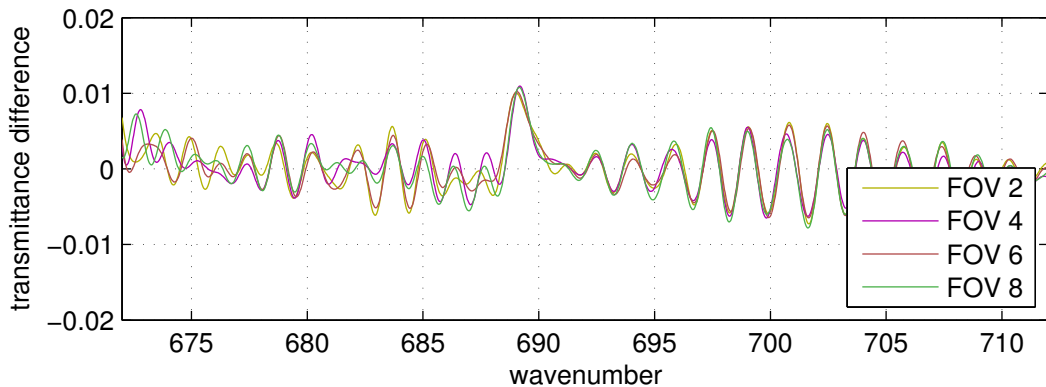


obs minus calc side FOVs



obs minus calc corner FOVs

