* + Viewport: : we defined this, e.g., to be 1:1
  + World Coordinate: :
    - we want this to match viewport:
      * and are knowns (we define these)
      * We typically set to whatever we like, and compute in the camera
  + In this case:
    - We have an image with resolution: 🡨 Given
    - We want to Define a Renderable:
      * We want an aspect ratio that matches the image:
        + and
      * We want our Renderable to cover as much WC space as possible!
    - So, either covers the entire or covers the entire
    - Conditions:

if () // wide image, Renderable covers the WC width  
 Renderable.setWidth();   
 // since , Renderable is wider than tall

else

// tall image, Renderable covers the WC height  
 Renderable.setWidth();