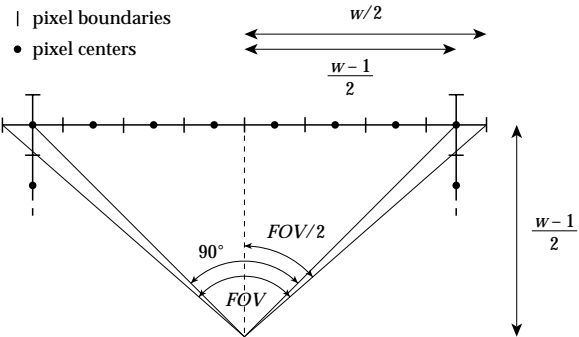


- | pixel boundaries
- pixel centers



$$\tan \frac{FOV}{2} = \frac{w}{w-1}$$