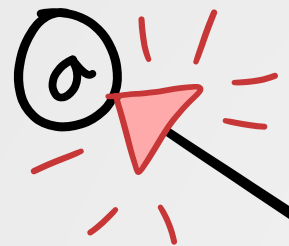
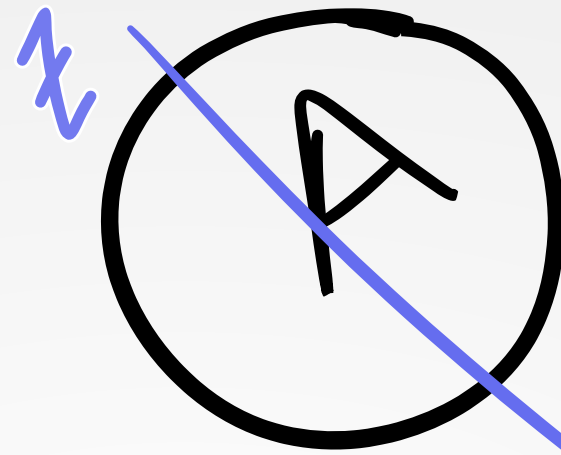
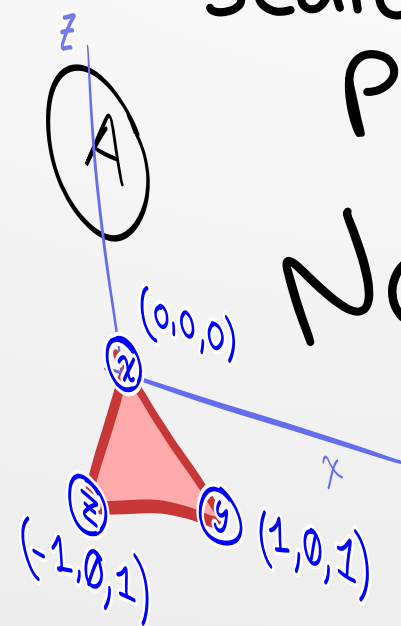


PoV y SCENE



rotation,
Scale,
Position?
No Problem!



$(0,0,0)$

$(1,0,1)$



$(-1,0,1)$

