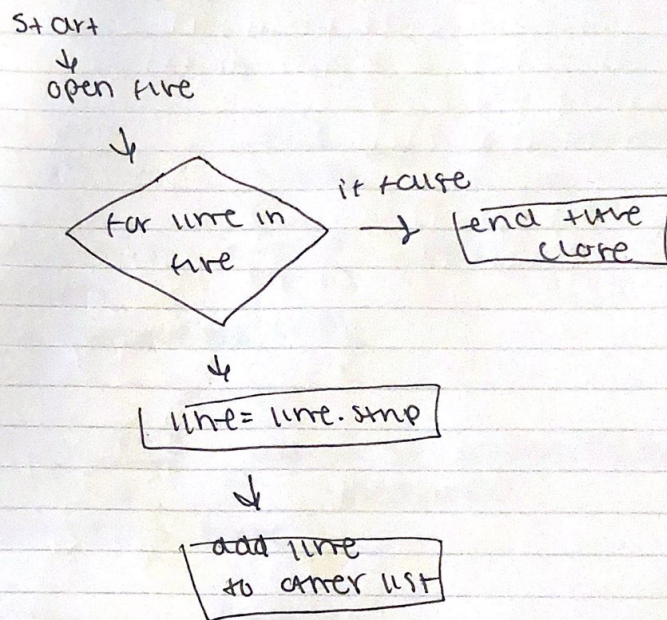
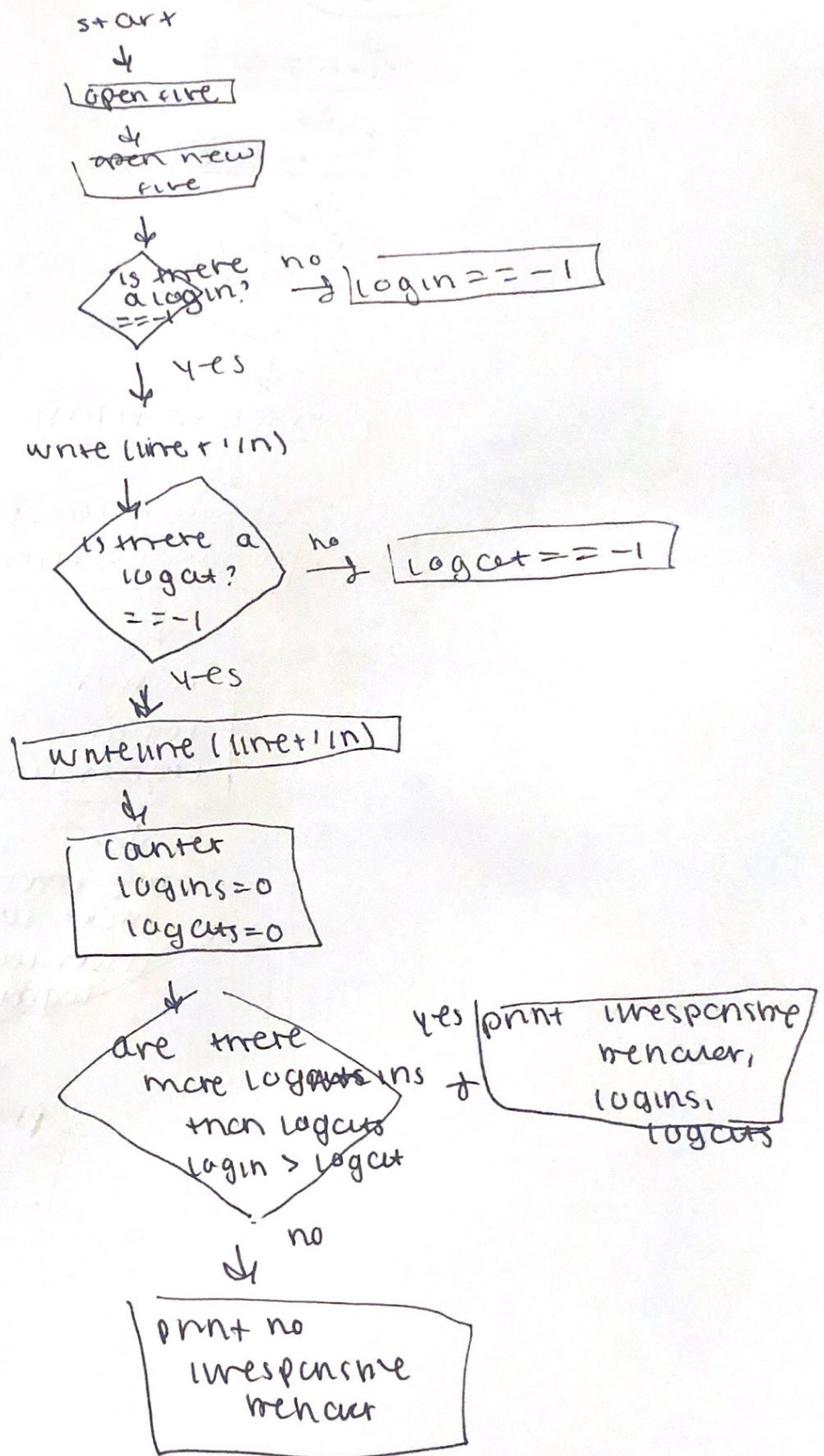


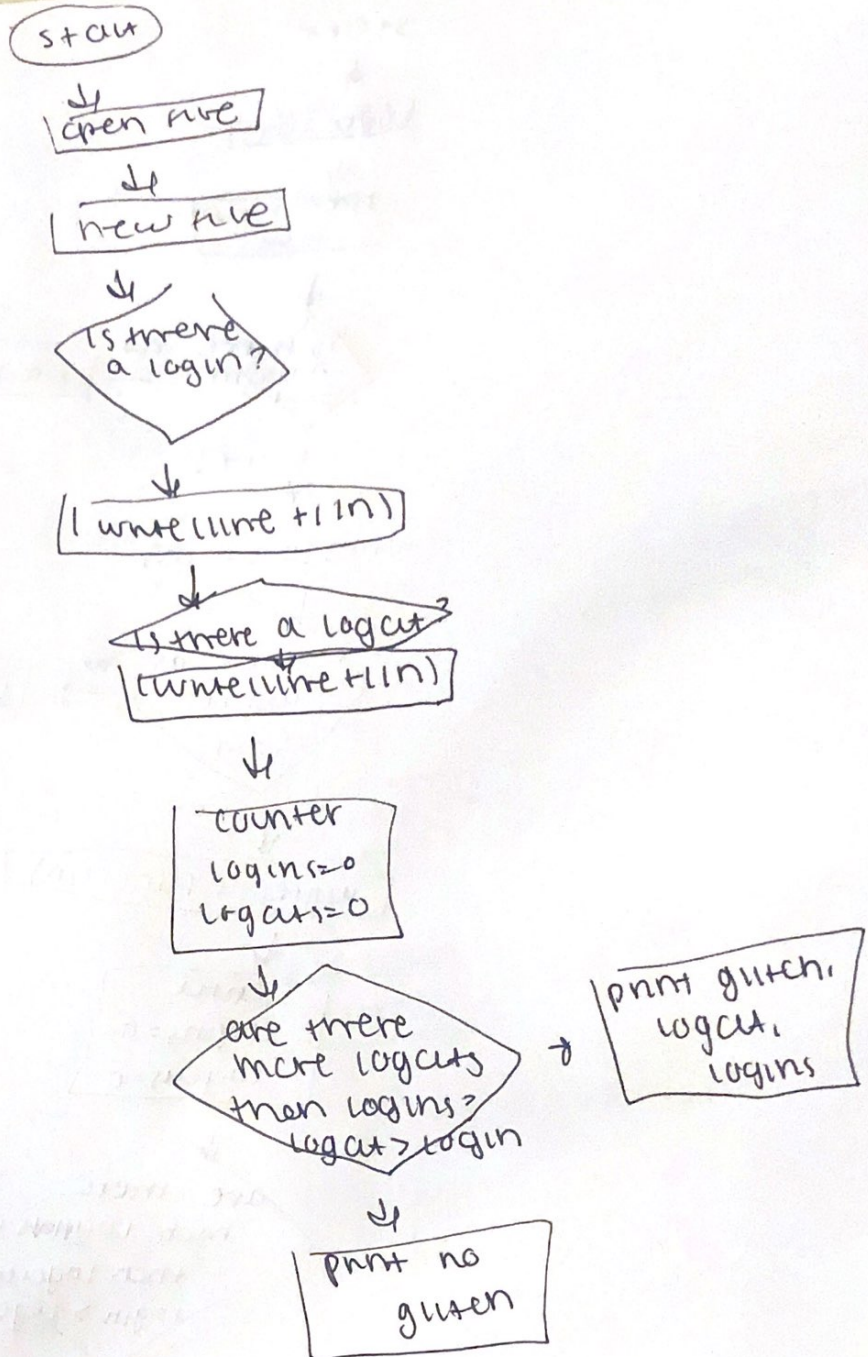
task #1



task #2



task #3



task #4

start

↓

input res
from camera
input center

↓

open img

↓

open texture

↓

find u,v
in texture

↓

print res