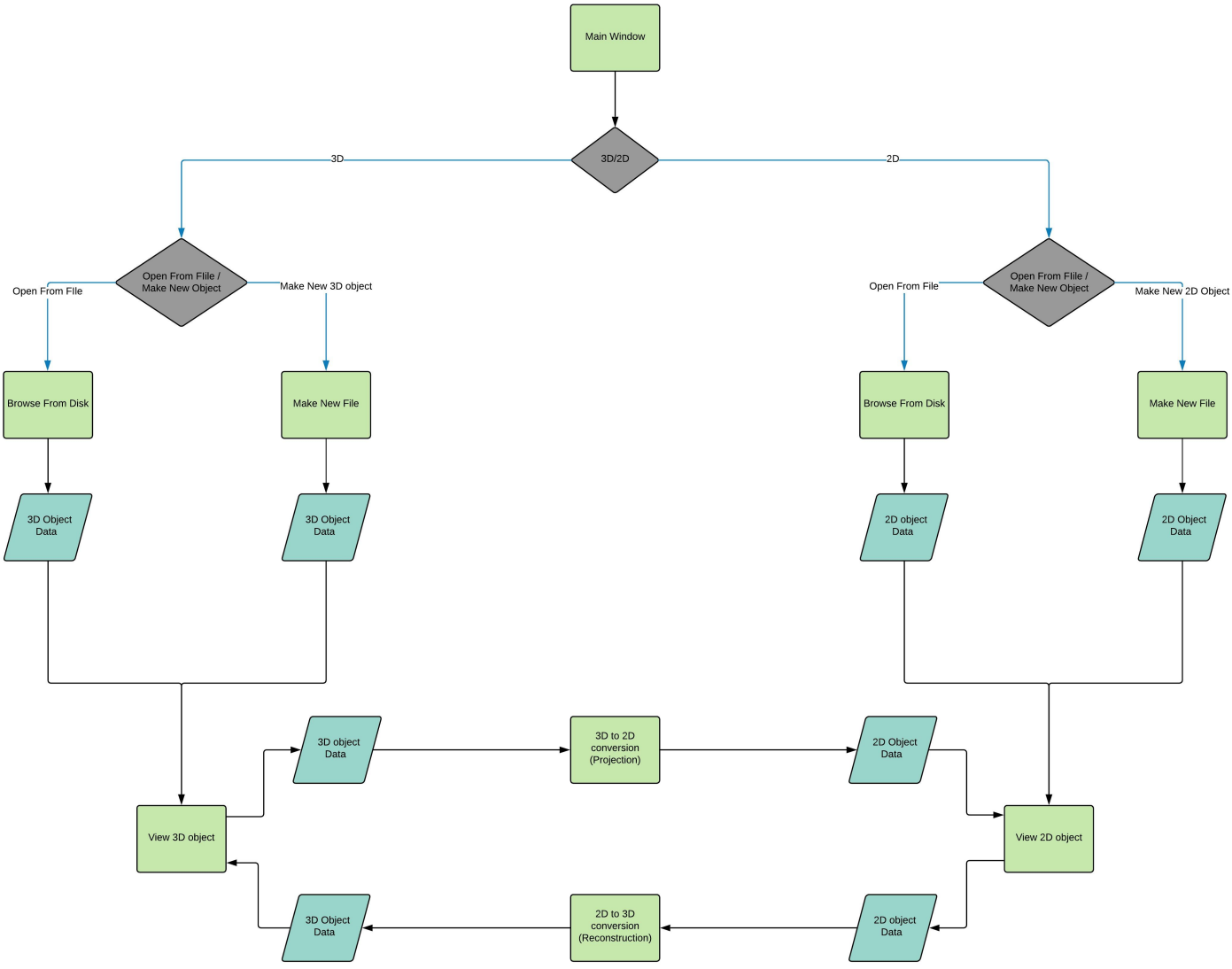
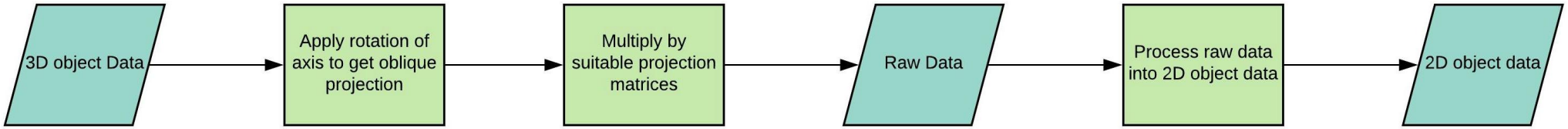
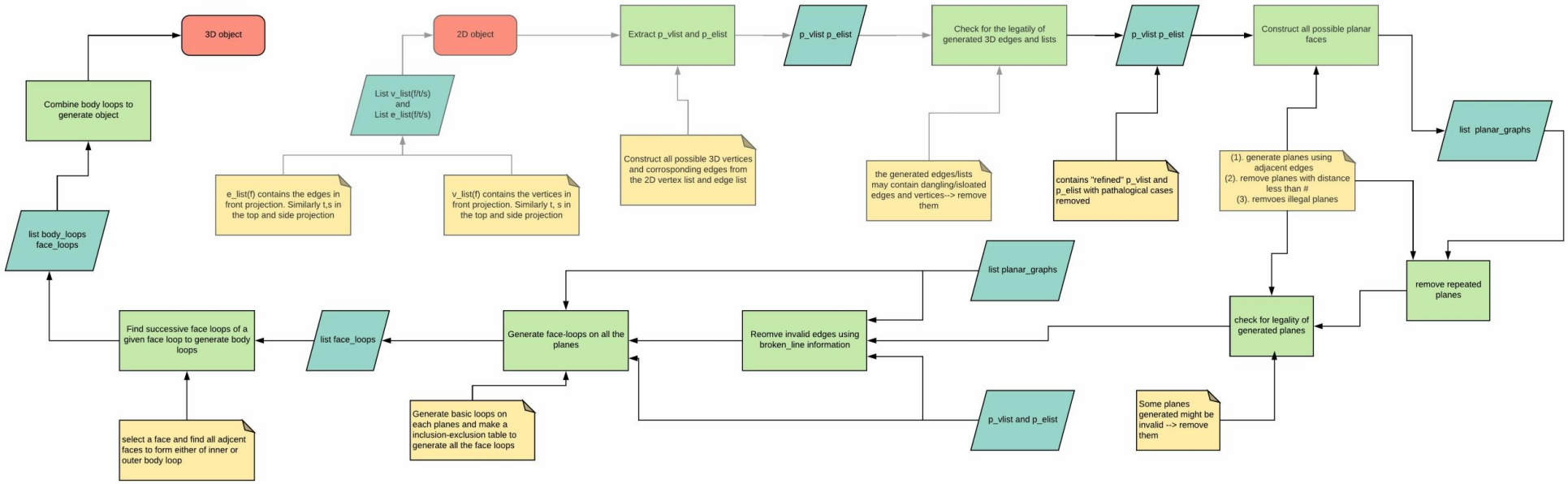
# User Interface



# 3D to 2D projection



# 2D to 3D reconstruction