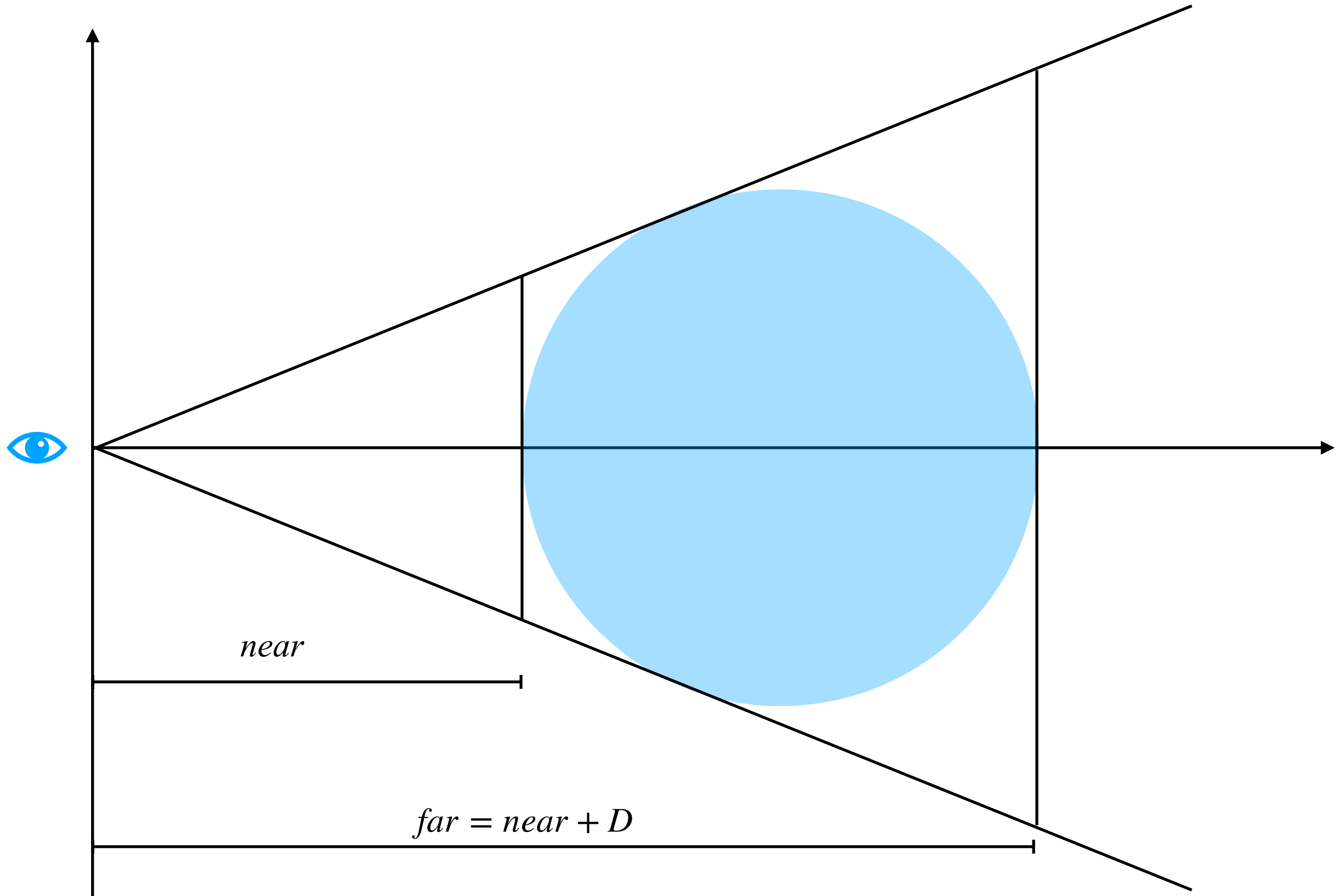


# Viewing Frustum - *near* and *far* Parameters



# Viewing Frustum - *fovy* and *aspect* Parameters

