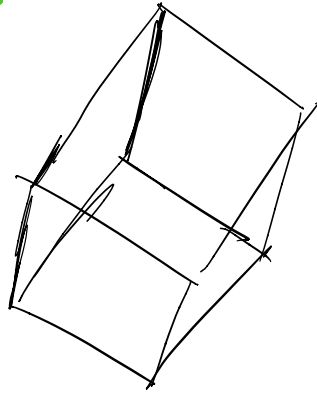
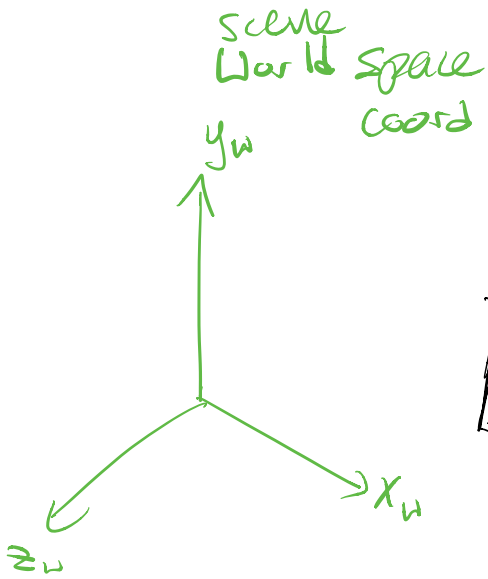
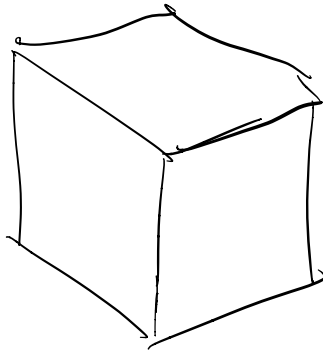


MODEL

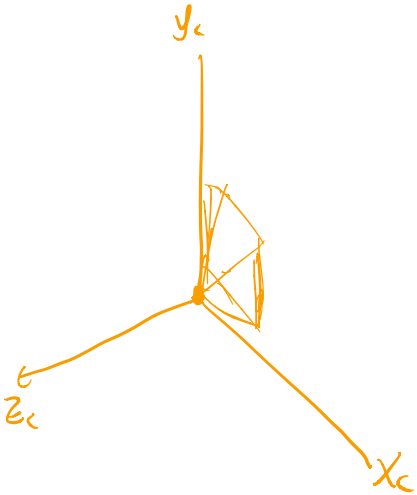


VIEW/  
CAMERA

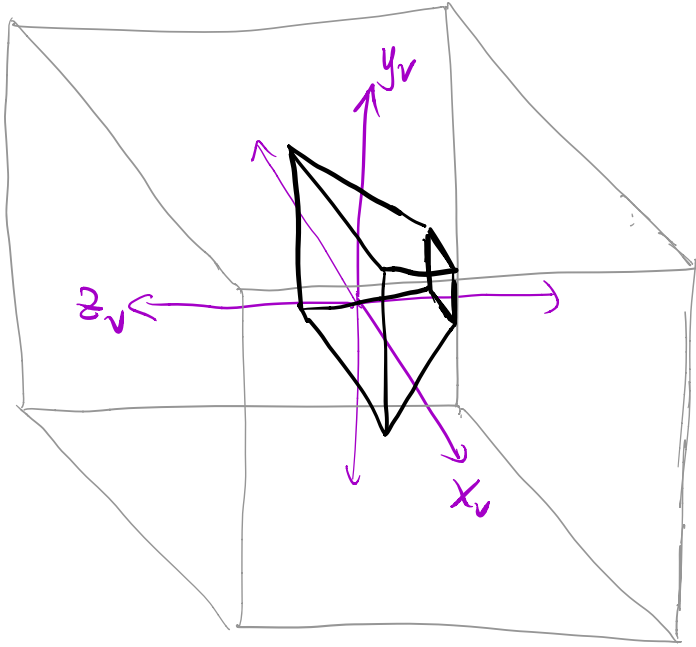
Camera coords  
Space



PROJECTION



Normalized device coords  
Canonical view volume



VIEWPORT

Pixel coords  
Image Space

