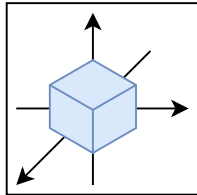
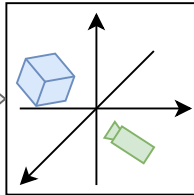


Model space



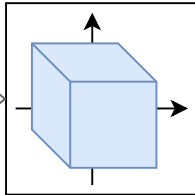
Model transform

World space



View transform

View space



Projection transform

Screen space

