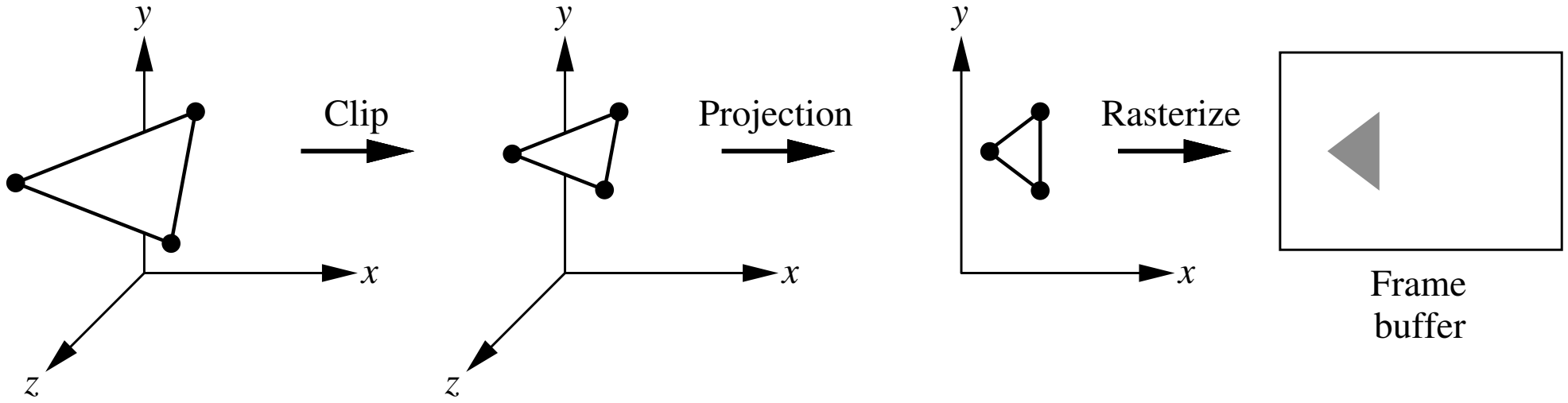
y
x
z
Clip
y
x
z
Projection
y
x
Rasterize
Frame
buffer