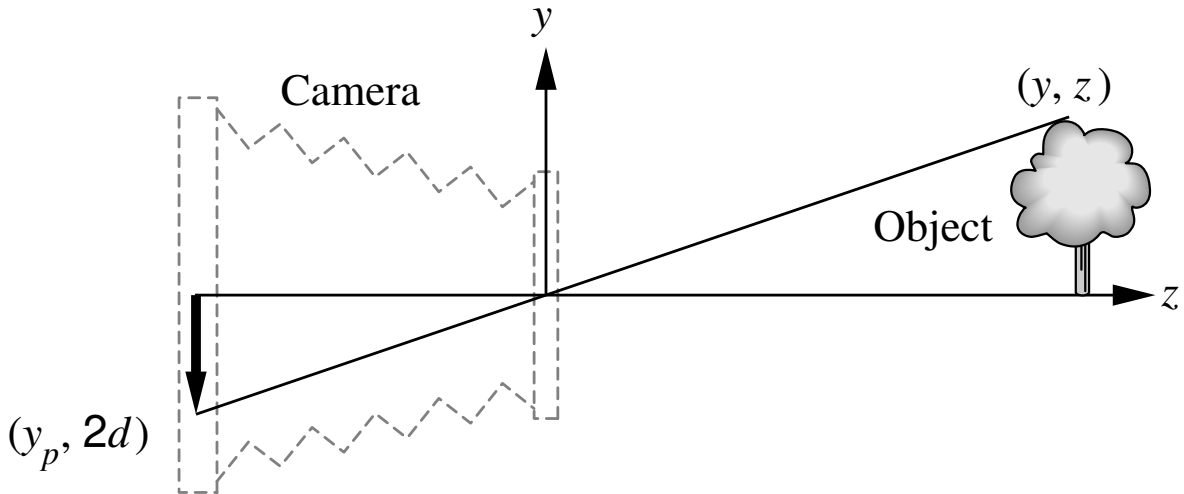
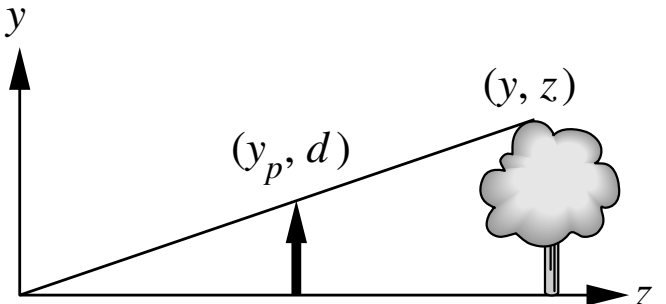

y
Camera
(y, z)
Object
z
(y_p, 2d)


y
(y, z)
(y_p, d)
z