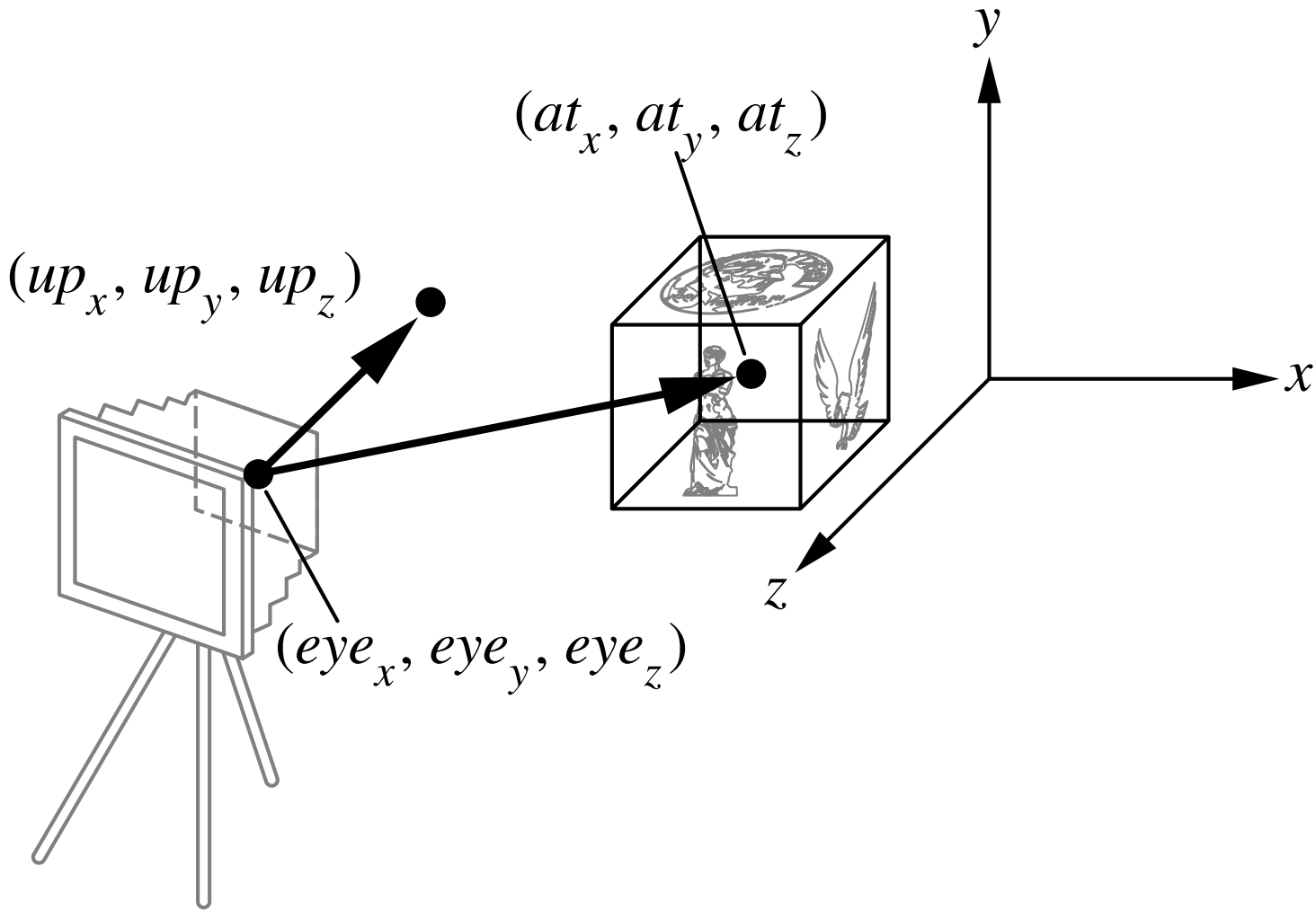
(at_x, at_y, at_z)
(up_x, up_y, up_z)
(eye_x, eye_y, eye_z)
y
x
z