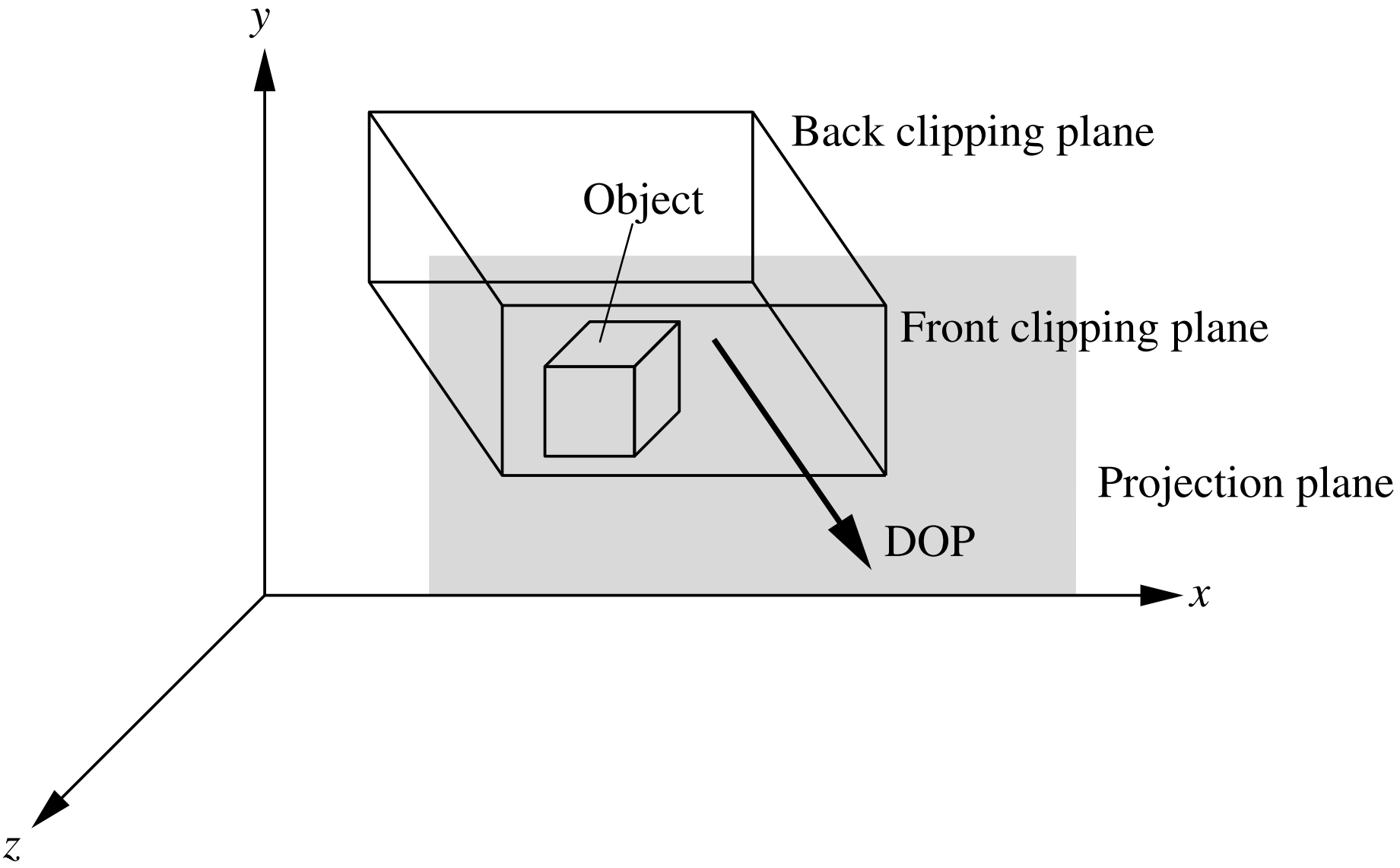
y
Back clipping plane
Object
Front clipping plane
Projection plane
DOP
x
z