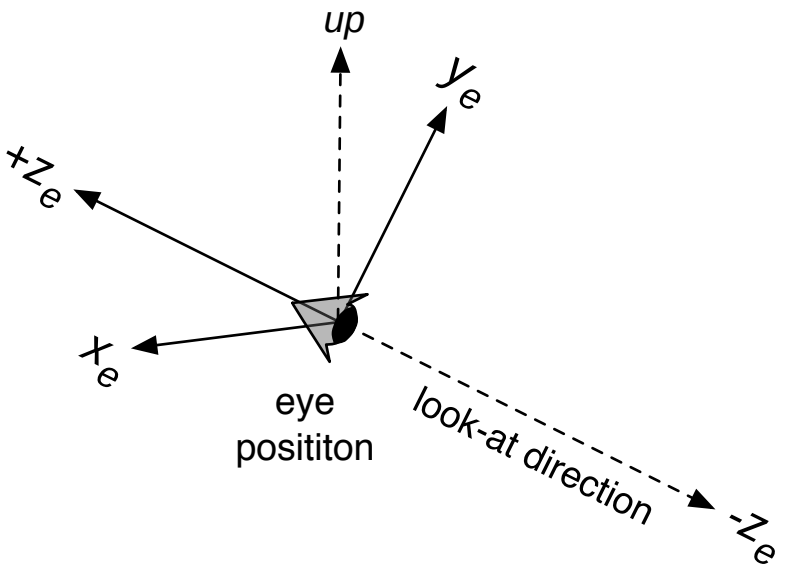
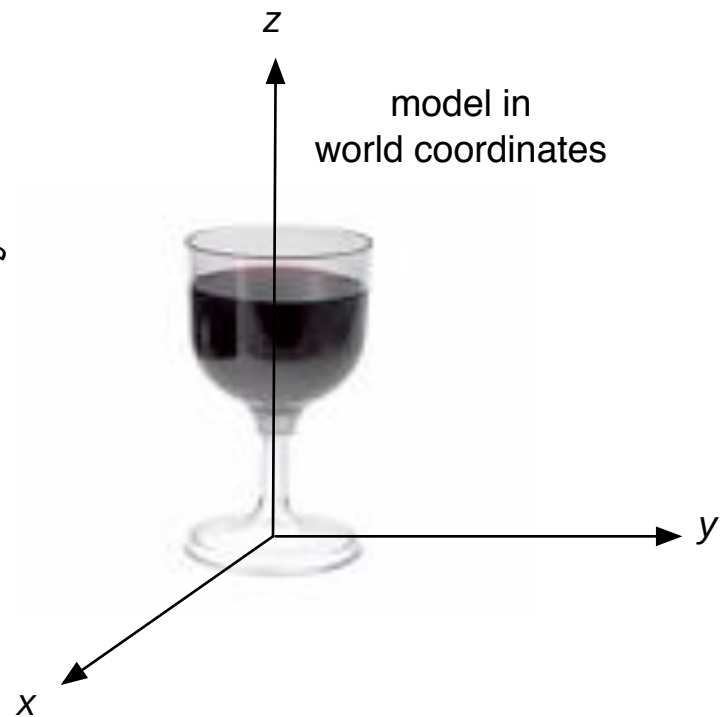

up
y_e
$+z_e$
x_e
eye
posititon
look-at direction
$-z_e$


z
model in
world coordinates
y
x