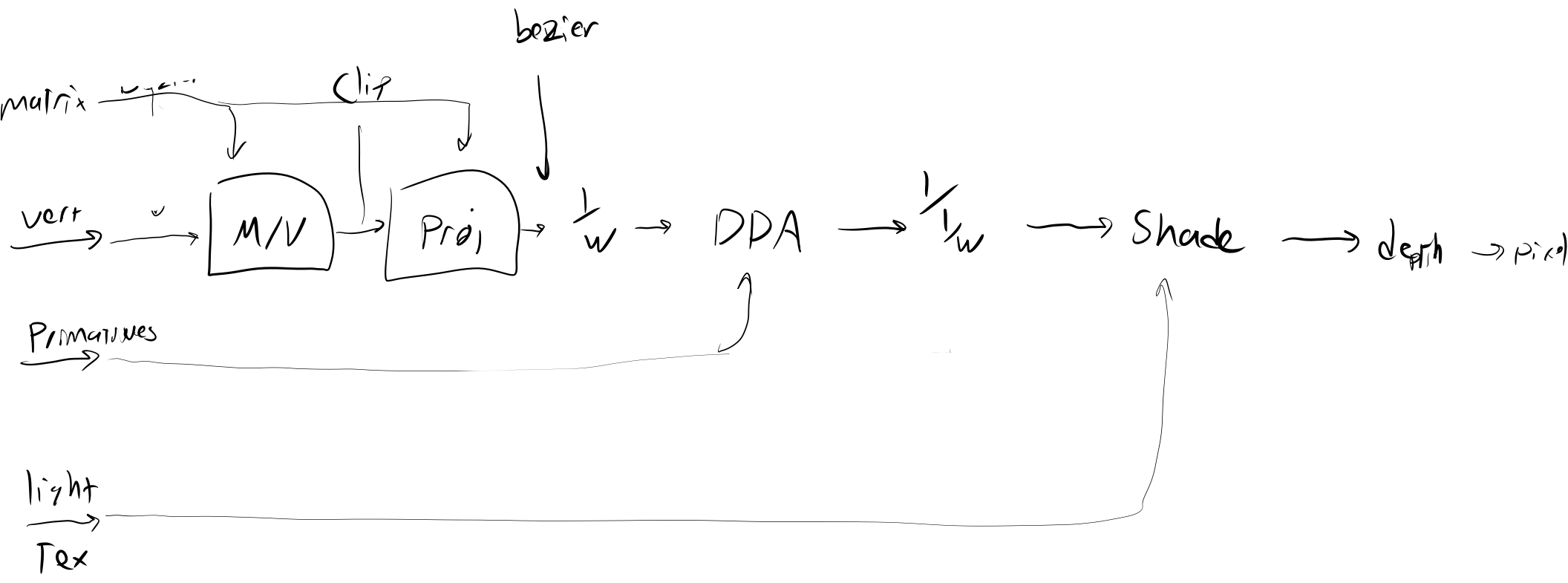
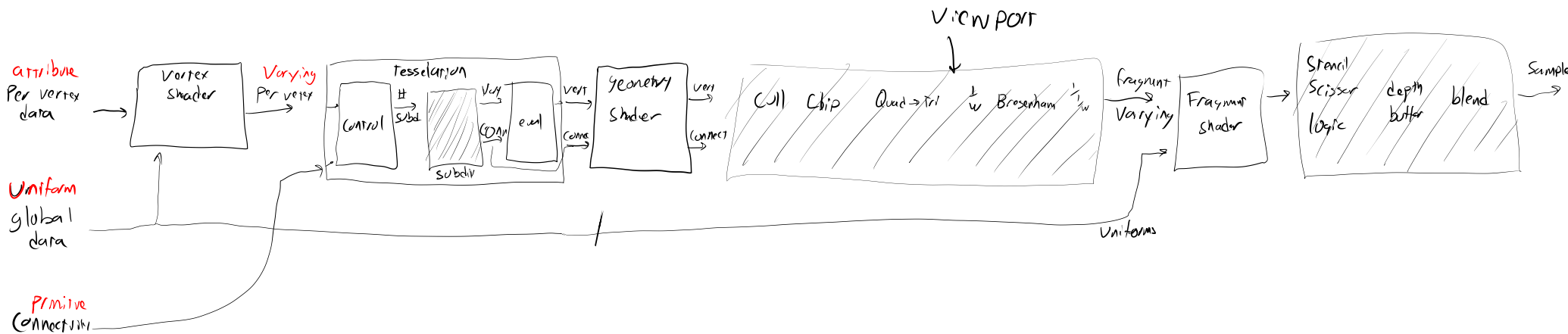


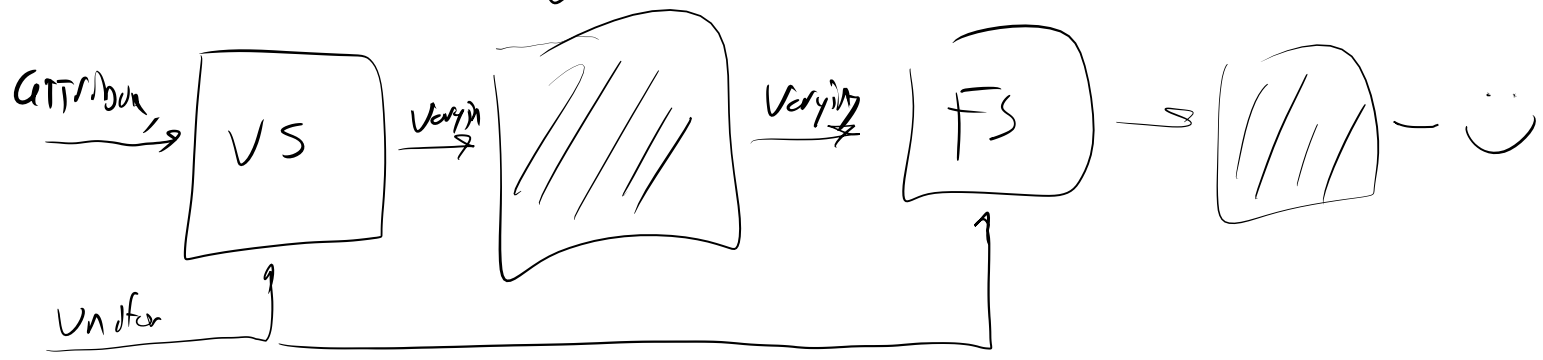


Shader

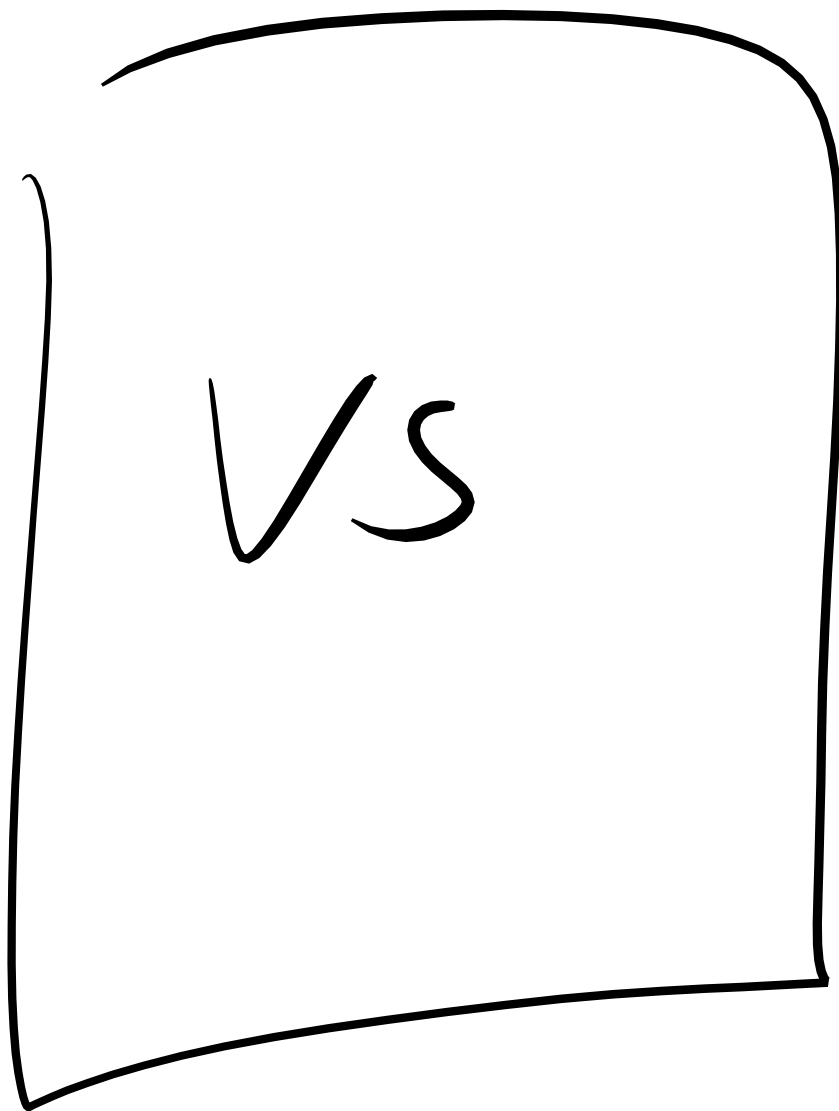




Primitives



World
Position →



Screen
Position →

World
Position →