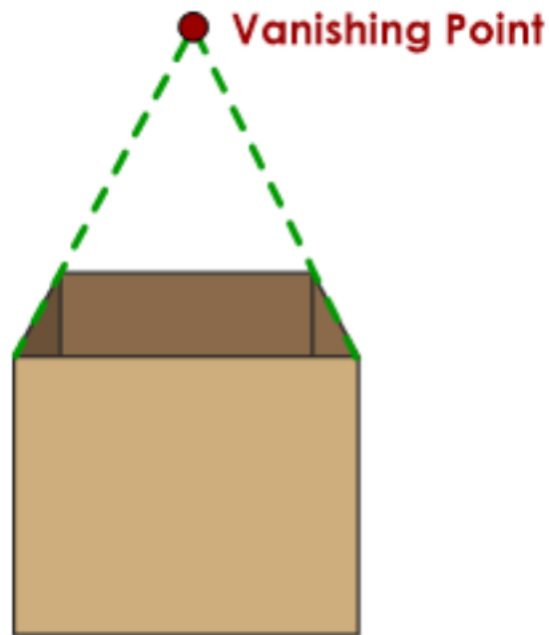




Single-point perspective is used for objects that face the viewer directly.