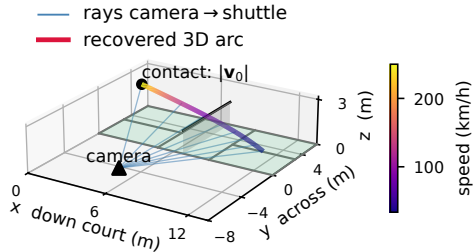


(a) 2D $\rightarrow$ 3D: the one drag-arc matching every pixel



(b) side-on camera view

