

Path



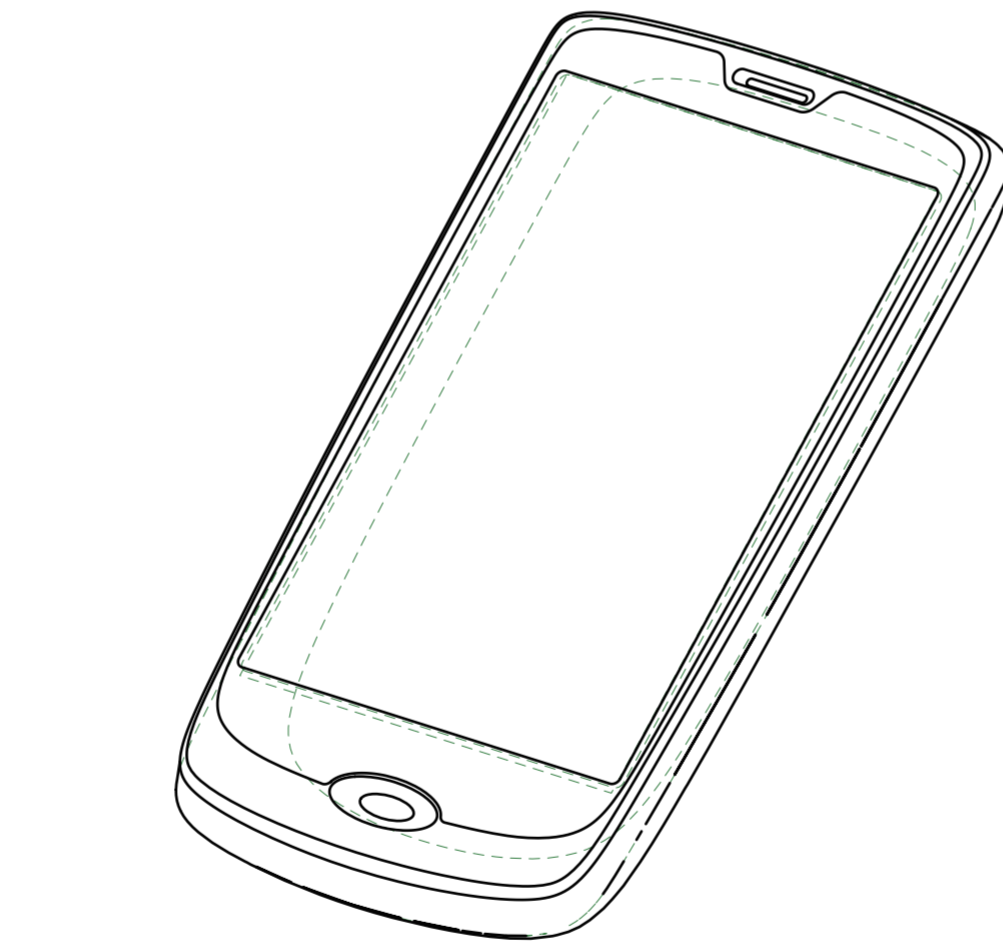
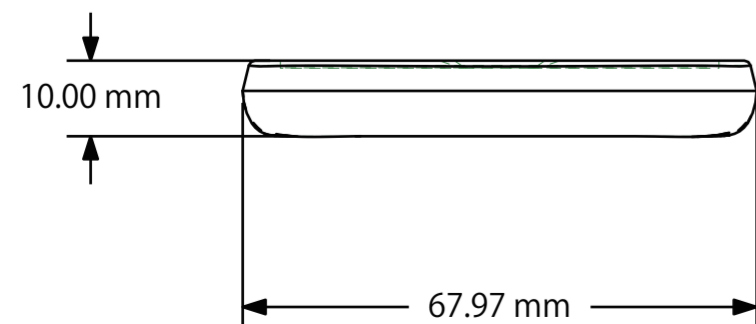
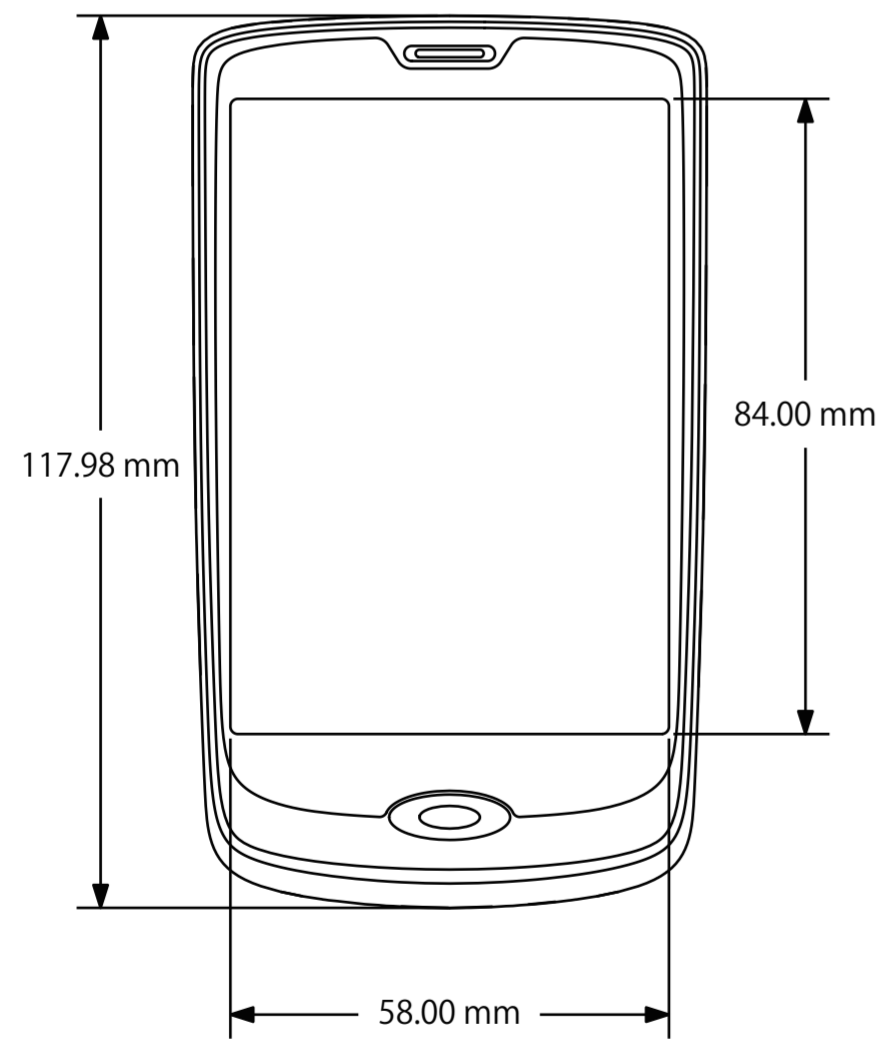
Raster



Both(Path and Raster)

Perspective Projection

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Normal Drawing

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