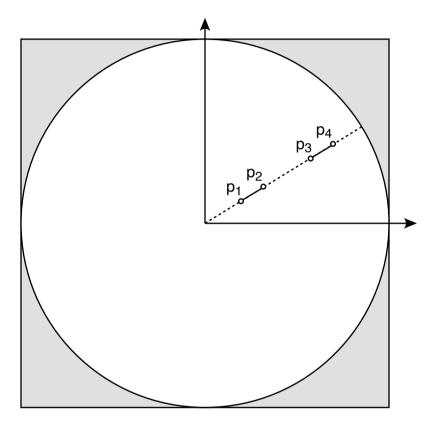
fisheye image

cross section of world view

 $P_{1,2,3,4}$ is the 3D vector corresponding to 2D point $p_{1,2,3,4}$



$$\overline{p_1 p_2} = \overline{p_3 p_4}$$

$$\emptyset_{12} = \emptyset_{34}$$