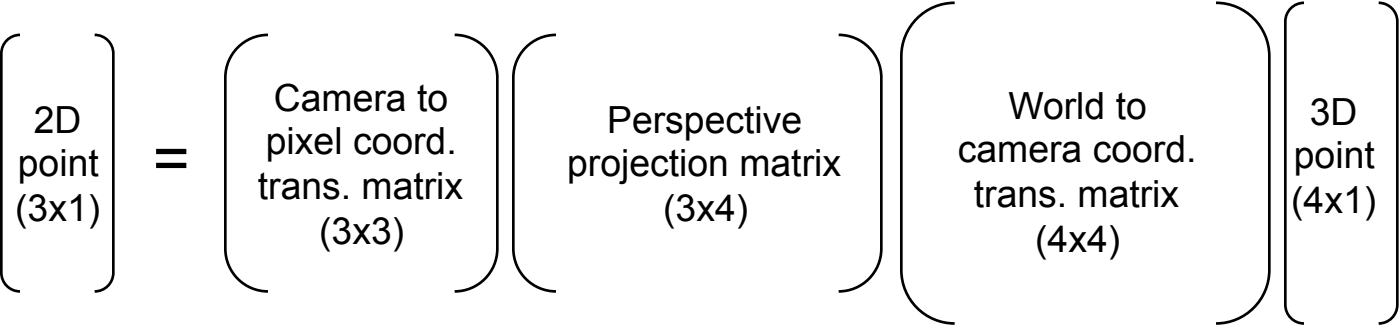
2D point (3x1)
=
Camera to pixel coord. trans. matrix (3x3)
Perspective projection matrix (3x4)
World to camera coord. trans. matrix (4x4)
3D point (4x1)