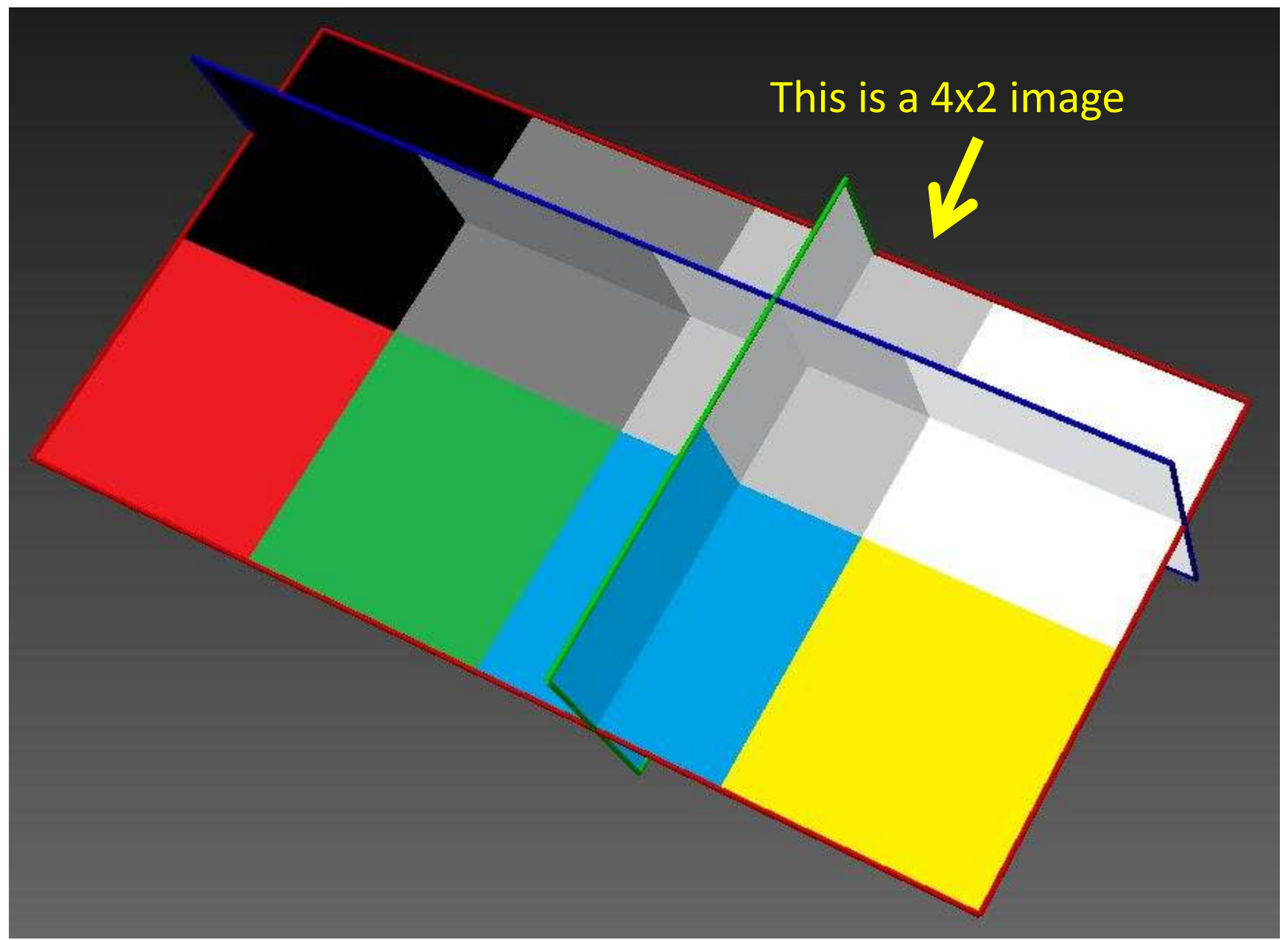
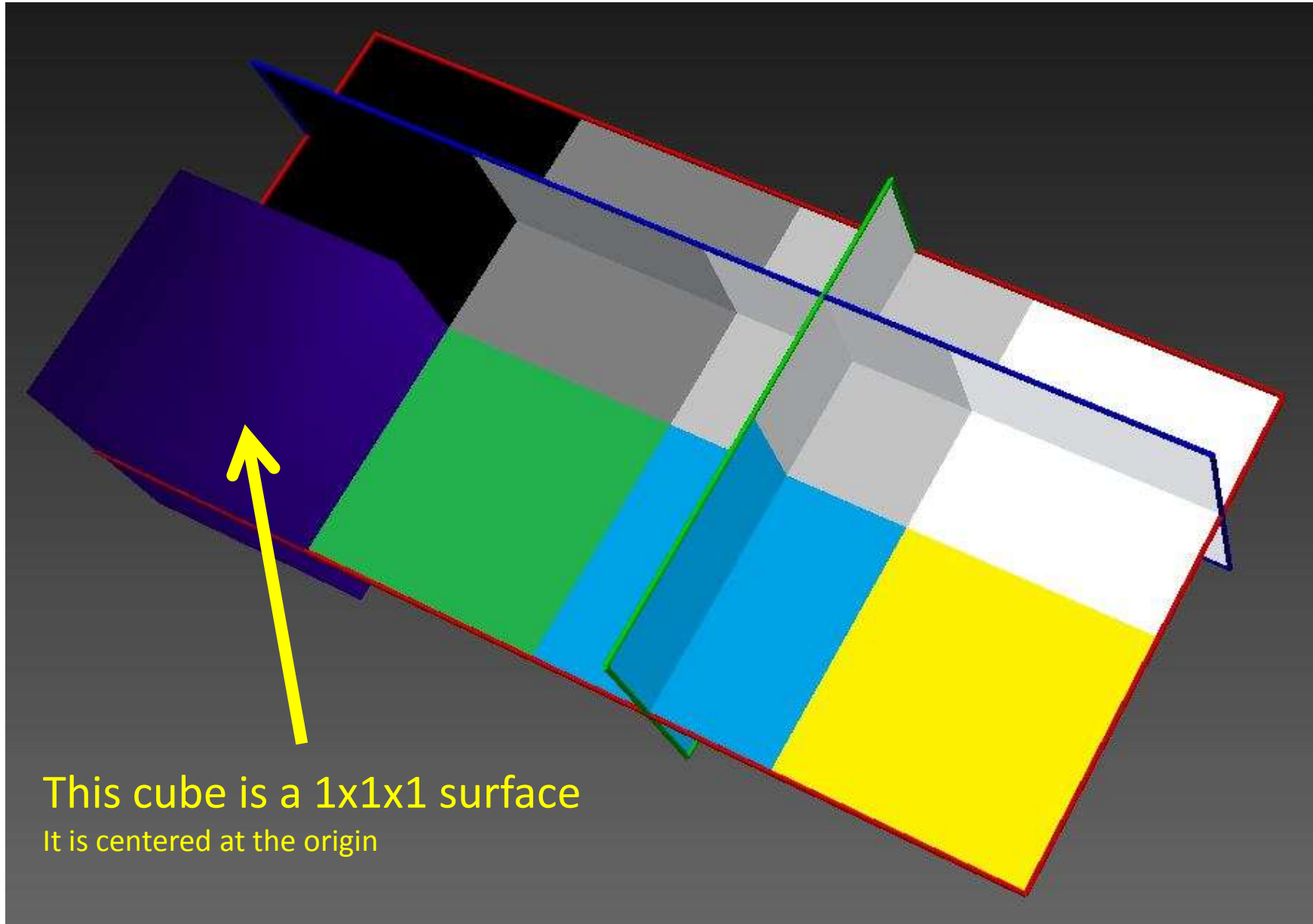
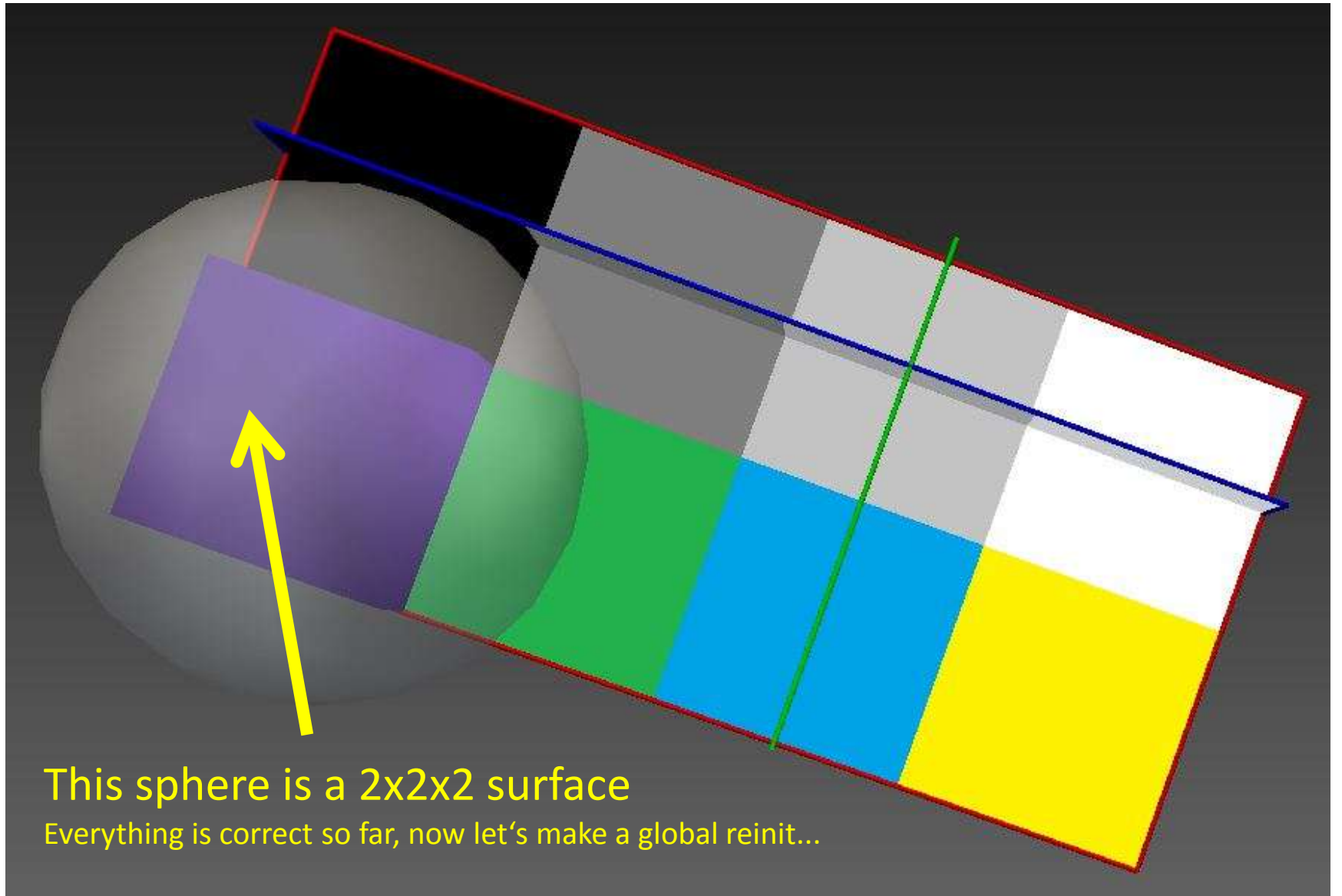


This is a 4x2 image





This cube is a 1x1x1 surface
It is centered at the origin



This sphere is a $2 \times 2 \times 2$ surface

Everything is correct so far, now let's make a global reinit...

Here we see at least three bugs:

The rendered surfaces (not the geometries) are scaled by 0.75 (or the image by 1.5)

The origins of the surfaces doesn't match the image's origin anymore

The image is stretched over the whole coronal crosshair plane

