```
Board3DTo2D viewer;
viewer << domain:</pre>
viewer << p1 << p2 << p3;
viewer << CameraPosition( -7.12609, 6.91577, 6.86312)</pre>
        << CameraDirection( 0.814587, -0.426381, -0.393252)</pre>
        << CameraUpVector(0.335923, 0.899486, -0.279428);</pre>
viewer << CameraZNearFar(3.9399, 18.9399);</pre>
viewer.saveCairo("dgtalCairo-1-points.pdf", Board3DTo2D::CairoPDF, 600, 400);
```

Point p1(0, 0, 0); Point p2(5, 5 ,5); Point p3(2, 3, 4); Domain domain(p1, p2);