Appendix – Scene's drawing description:

The screen's plain is located at the points: (1,1,0), (-1,1,0), (-1,-1,0), (1,-1,0).

y

(-1,1,0)

(1,1,0)

camera: $(0,0,z_0)$

z

(1,-1,0)

(-1,-1,0)

x