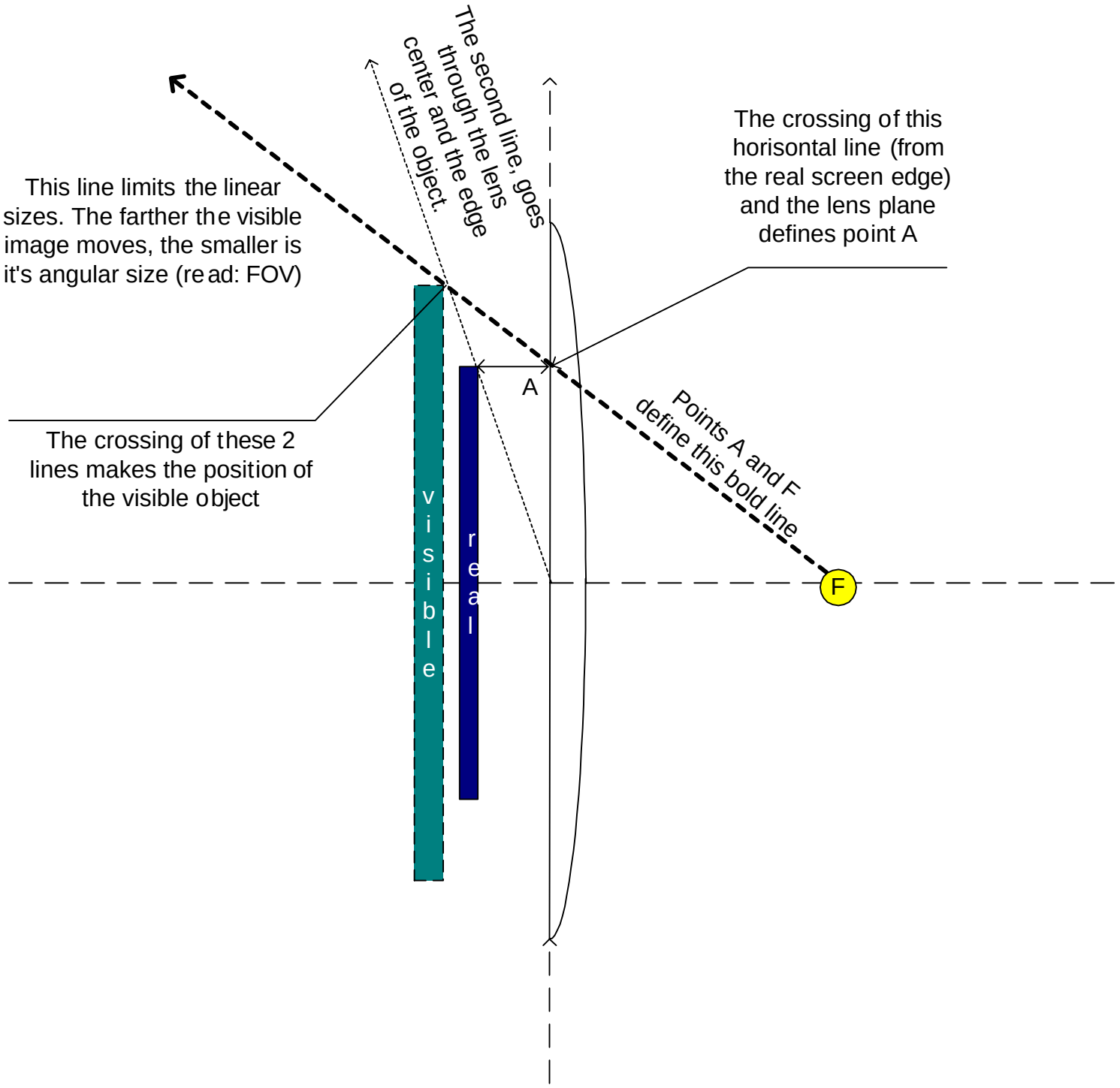
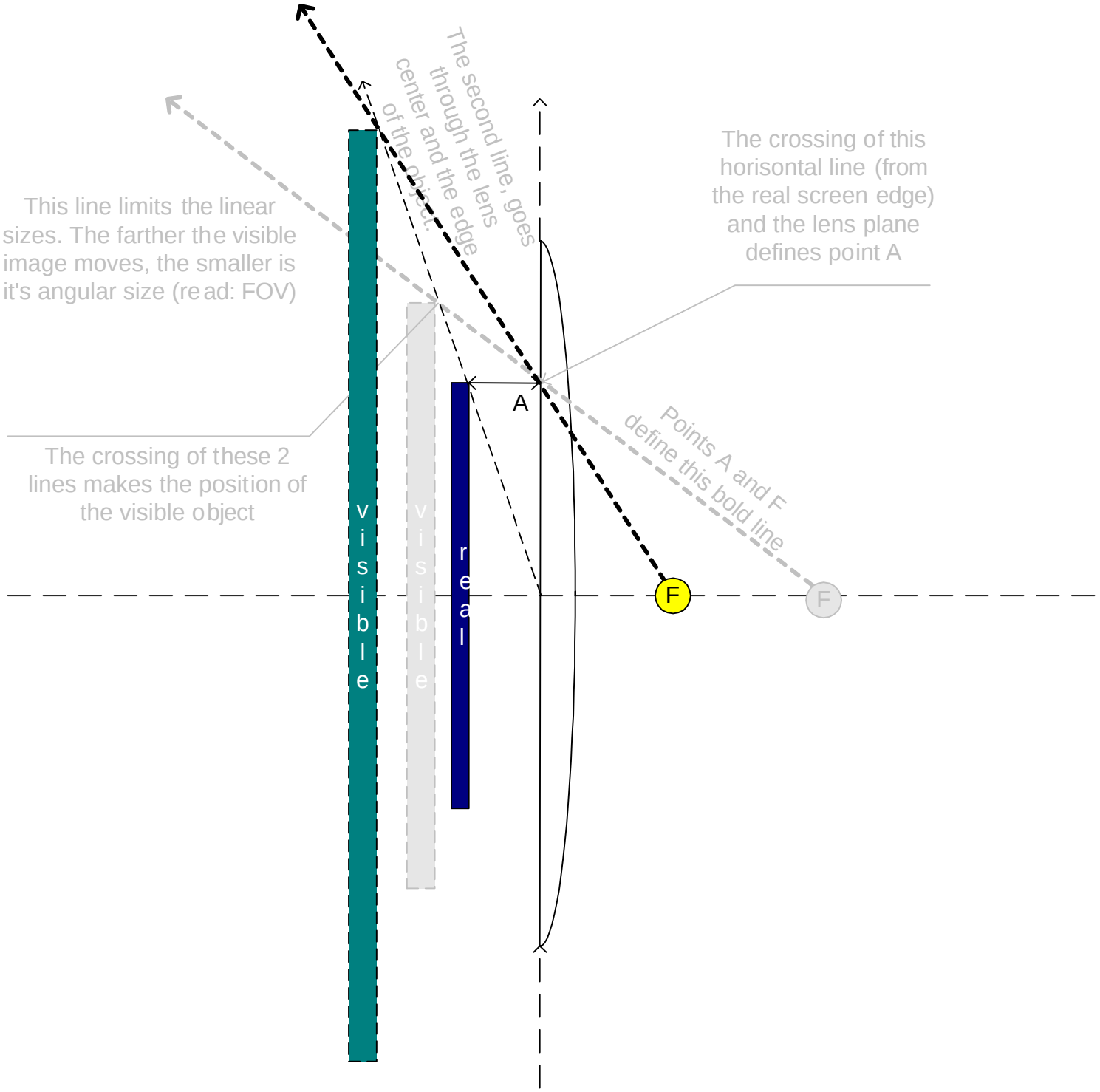

The second line, goes through the lens center and the edge of the object.
The crossing of this horisontal line (from the real screen edge) and the lens plane defines point A
This line limits the linear sizes. The farther the visible image moves, the smaller is it's angular size (read: FOV)
A
Points A and F define this bold line
The crossing of these 2 lines makes the position of the visible object
visible
real
F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F
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