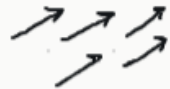
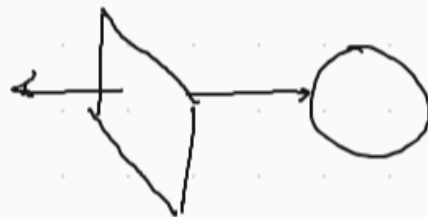


Vectors



ray



Pixel

0..255

R

0

G

0

B

0

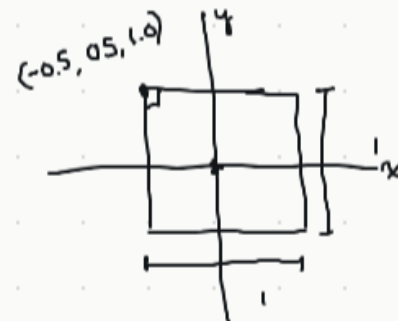
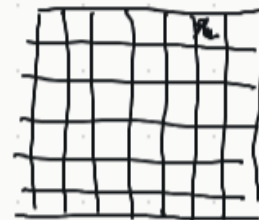
black

255
255

0
255

0
255

red
white



1000 x 1000

pixel (x, y)

$$x_{3D} = -0.5 + \frac{x}{1000}$$

$$y_{3D} = 0.5 - \frac{y}{1000}$$

$$z_{3D} = 1.0$$