Explain a drawn shadow

How can a ray diagram show what a shadow model assumes?

My geometry

Label source, block, screen and the two source distances.

My edge rays

Show each line skimming one block edge and meeting the screen.

My calculated shadow

Record the upper and lower screen coordinates and shadow height.

Limits of my model

Name one assumption and how changing it could change the drawing’s prediction.

Keep it, change it or leave it here. Sharing is optional.