

The perspective projection changes the distance from the objects, and can go in front of or behind the models, but the models seem to scale as expected. But as we decrease the orthographic projection, the shapes start to distort and crunch over to the right side of the window. As we further decrease the field of view of the orthographic projection, the shapes distort further and squeeze more and more along the width of the shapes and elongate along the height. Increasing the field of view has the inverse effect.

Perspective:



Orthographic:

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