Parallel: Orthographic: Top/Front/Side:

- Projectors are perpendicular to the projection plane ← this makes it orthographic!
- The projection plane is parallel to one of the (x, y, z) axes of the 3D-object being viewed
- The projected image shows only 2 of the 3 axes (the third one is obviously hidden)
- There is no distortion of lengths or angles
- Well suited projection for engineering drawing and CAD.

Parallel: Orthographic: Axonometric:

- Projectors are perpendicular to the projection plane
- The projection plane can have any orientation relative to the object being viewed.
- We can ~~see~~ see all three axes (x, y, z)
- There is distortion of lengths and angles
- Isometric if projection plane is symmetrical to 3 of (x, y, z)
- Dimetric if projection plane is symmetrical to 2 of (x, y, z)
- Trimetric if projection plane is symmetrical to 1 or 0 of (x, y, z)

Parallel: Oblique:

- Most general case of parallel projection
- Projectors can make any angle with the projection plane
- The projection plane can have any orientation relative to the object being viewed
- We see all three axes
- There is distortion of lengths and angles

We can derive matrices to perform all parallel projections.