THREE.PerspectiveCamera: https://threejs.org/docs/#api/en/cameras/PerspectiveCamera
THREE.OrthographicCamera: https://threejs.org/docs/#api/en/cameras/OrthographicCamera

Image (a) is the scene inside the perspective camera, and Image (b) is the orthographic one.

(a)   (b)

Image source: https://www.zhihu.com/question/40707212

camera.lookat() https://threejs.org/docs/#api/en/core/Object3D.lookAt
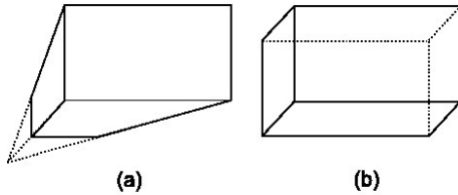In the image below, camera(camera position) is looking at(the lookat() function) the duck(duck position)

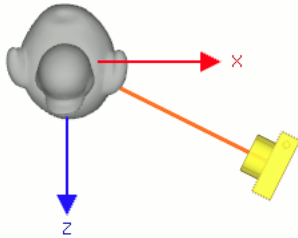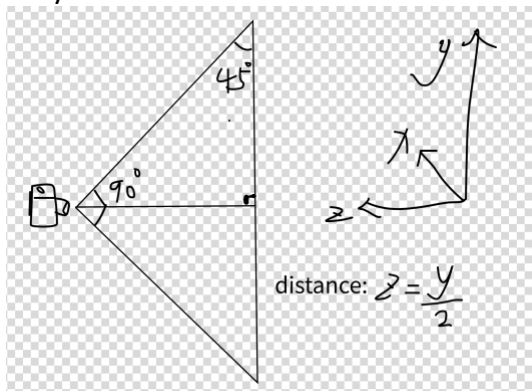Image source: http://www.songho.ca/opengl/gl_camera.html

A camera with fovy = 90deg means the z distance is y/2
Why?

Get the object position after rotation: .getWorldPosition() function
https://stackoverflow.com/questions/44836055/update-position-of-mesh-after-rotation-of-three-group