Basic panning seems to be fine in WebGL. <https://stebssbets.itch.io/hat-trick-panning-test>

However, some further testing to see if true 3D panning is occurring caused problems and I have no idea why, could be my build settings.

<https://stebssbets.itch.io/phrightening-test-1>

<https://stebssbets.itch.io/phrightening-test-2>