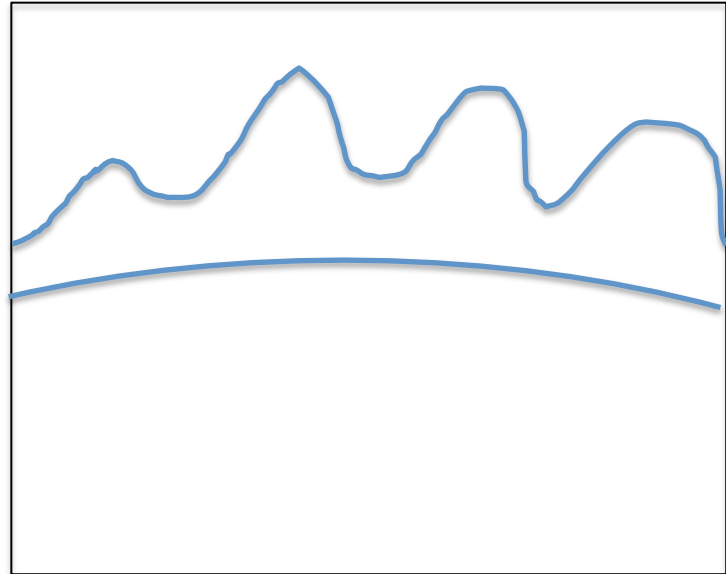
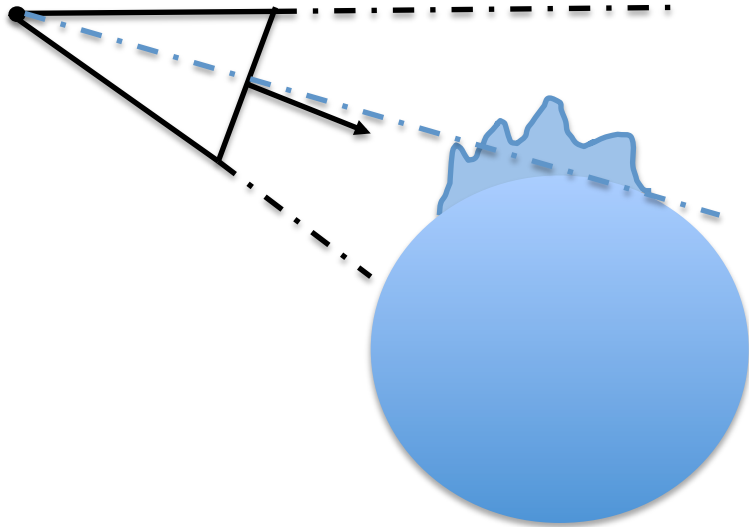


# Camera far away from planet surface



If elevations are not considered, horizon line is where the tangential point to the sphere is projected

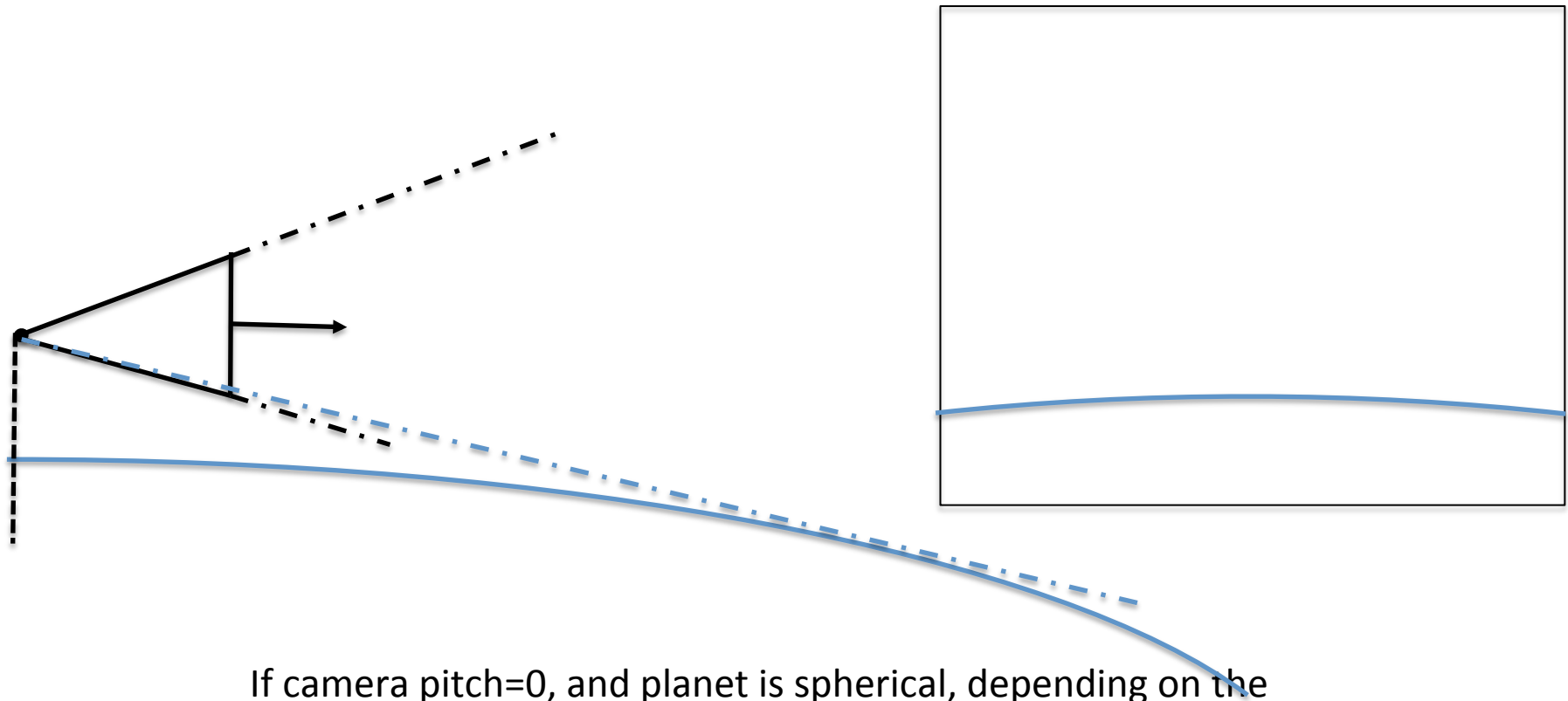
# Camera pitch = 0, flat planet



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If camera pitch=0, and planet is flat, no matter camera elevation →  
horizon is always in the middle of screen

# Camera pitch = 0, spherical planet



If camera pitch=0, and planet is spherical, depending on the elevation, horizon is below the middle of the screen

# Camera close to planet surface

