



- a) top view( $w*1$ , shear along  $x$ )
- b) front view (taken as is)
- c) side view( $x*1$ , shear along  $y$ )

**Cavalier Projection** is like [cabinet projection](#) but without foreshortening the third dimension.

The angle for the third axis is chosen arbitrarily in both of these two projections: for pixel art, 45 degrees is most convenient because it can be represented without [AA](#).

further reading:

- [W Cavalier Projection](#)

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