Why is the render result different when I switch to Orthogonal mode? (ICv7.7 & CCv3.2)

Orthogonal mode currently does not support: GI, shadow, post effect, TAA, DOF, IRay, Digital Human Shader, and AO.

Reallusion FAQ
https://kb.reallusion.com/Product/52862/Why-is-the-render-result-different-when-I-switch-to-Orthogonal-