Camera

Projection Types

- perspective
- orthographic (up, right define window)
- fisheye
- panoramic
- spherical

Perspective
Fisheye

Soft focus
- Aperture
- Blur_samples
- Variance
- Focal Point
camera {
  location <3.0, 6.0, -10.0>
  look_at <2.0, 1.0, 1.5>
  direction <0.0, 2.0, 0.0> // center of sharp zone
  focal_point <2.0, 1.0, 1.5> // much blurring
  aperture 1.5
  blur_samples 60  // more samples, higher quality
  variance .15
}