

Camera

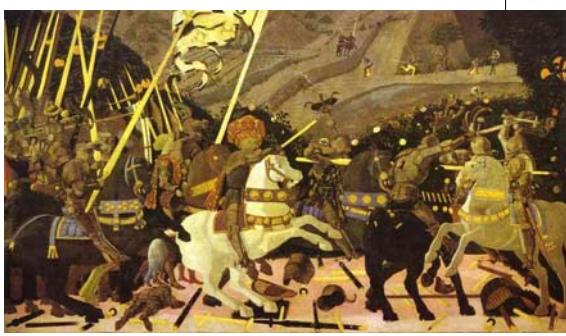


Projection Types



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

Perspective





Orthographic

A painting showing a monk in a dark robe standing in a stone-walled courtyard. He is looking up at a bright sun or moon in a dark sky. In the background, there are several buildings with red roofs and some trees. A small decorative graphic of colored dots is located in the top right corner of the slide.

Orthographic

A screenshot from a video game showing a room with light-colored walls and a wooden floor. There is a blue sofa, a striped sofa, a pool table, and a blue armchair. A person is sitting at the pool table. A small decorative graphic of colored dots is located in the top right corner of the slide.

Fisheye



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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>  
    focal_point <2.0, 1.0, 1.5> // center of sharp zone  
    aperture 1.5      // much blurring  
    blur_samples 60   / more samples, higher quality  
    variance .15  
}
```

