

Camera



Projection Types

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

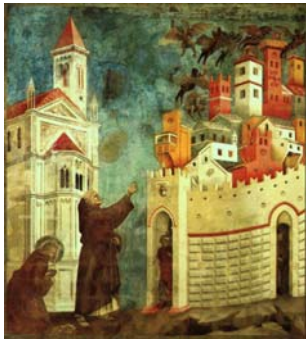


Perspective





Orthographic



Orthographic



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>
  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
}
```

