

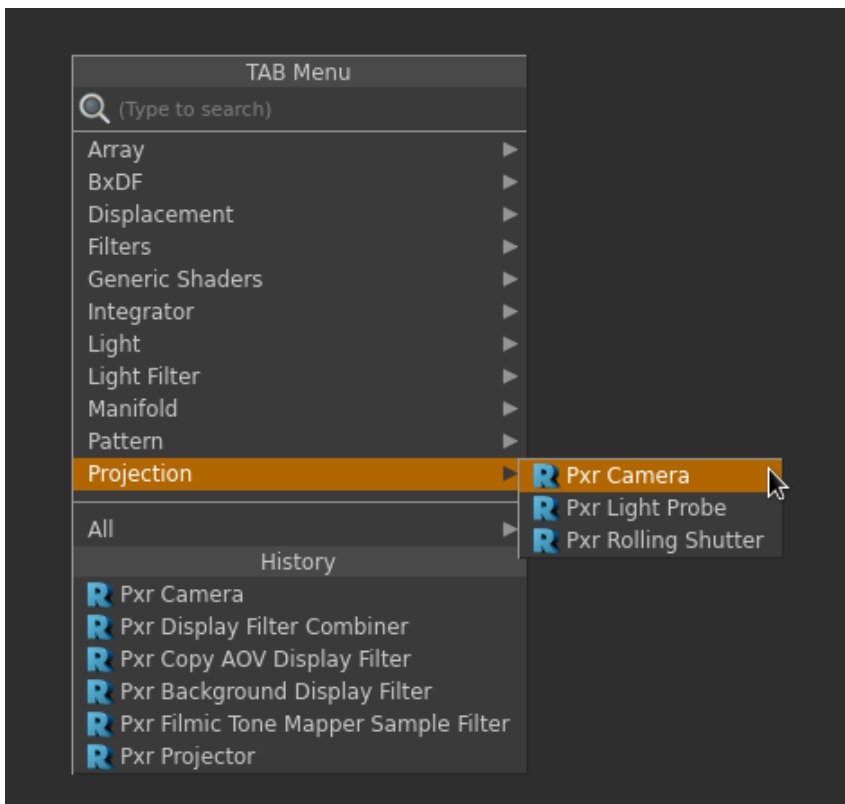
Camera Projections

[Camera Projections](#) are the lens through which RenderMan views the digital scene. You can create custom projection plugins using C++. RenderMan comes with three plugins: PxrCamera, PxrLightProbe, PxrRollingShutter, and Omnidirectional Stereo projection which renders images in a format suitable for VR viewing.

 See [Projection Plugins](#) for more information.

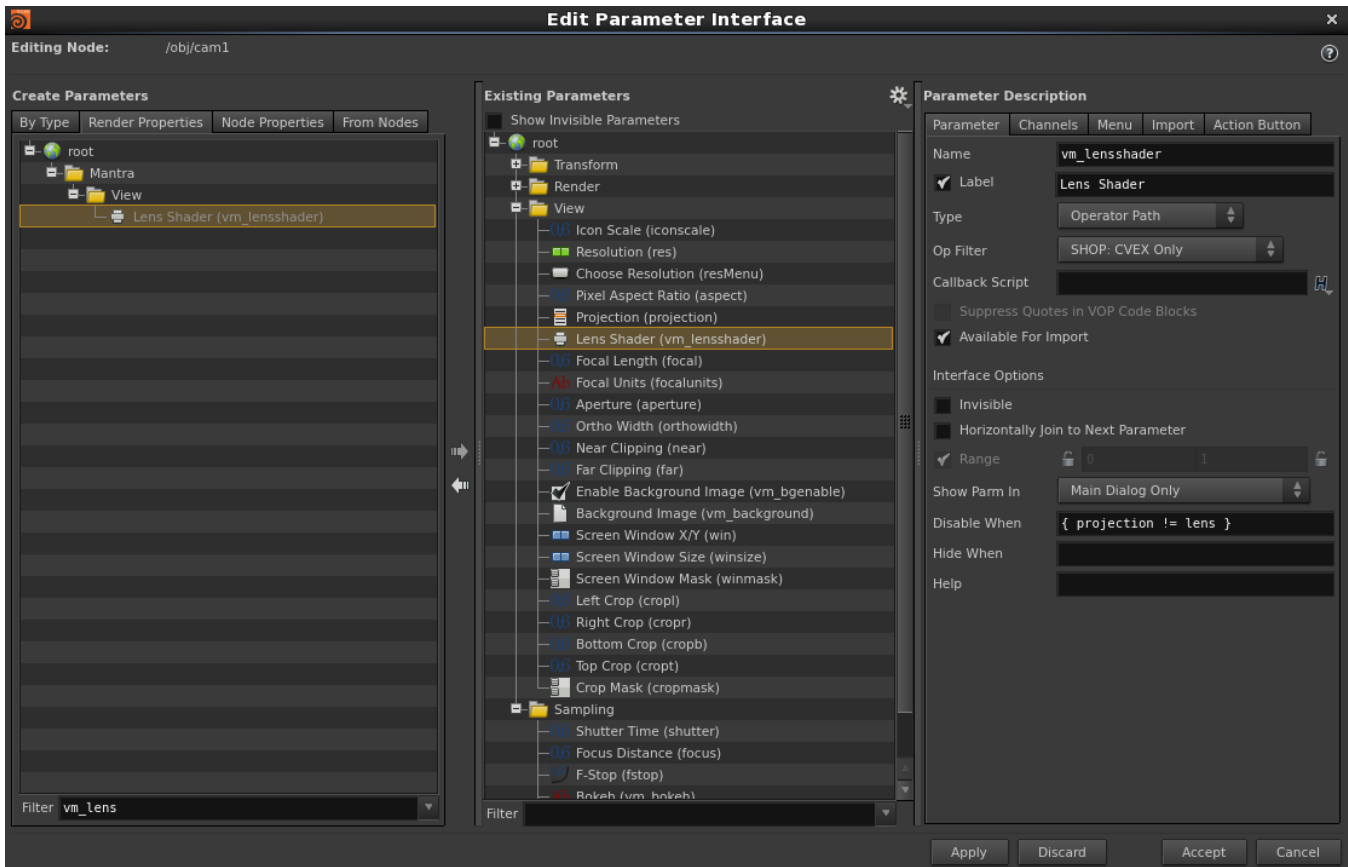
Custom Camera Projection

In your RIS Network, create a [PxrCamera](#) VOP.



 Only one custom projection plugin can be added to the camera.

To use the custom camera projection, add a `ri_lensshader`. Label it "Lens Shader".



Drag the camera projection VOP to the Lens Shader parameter.

