

PxrCamera

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A camera model that approximates a number of real world physical effects.

This supports all of the traditional prman perspective camera settings including shaped motion blur and bokeh.

Some examples of the effects PxrCamera can do:

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Barrel Distortion / Chromatic Aberration / Split Diopter / Tilt-Shift / Vignetting

Standard Parameters

fov

Field of view (FOV) in degrees. For rectangular images this is normally the FOV along the narrower image dimension.

Below is a conversion table for standard prime lenses to their horizontal fov value

lens mm	Horizontal fov
18mm	90
25	71.5
35mm	54.4
50mm	39.6
85mm	23.9
100mm	20.4
135mm	15.2

Therefore, to mimick a 50mm prime lens with the PxrCamera, you would enter the value of 39.6 in the FOV parameter

fov (end)

Field of view (FOV) in degrees. Used to motion blur fast zooms. 0.0 means it is the same during the rendering

F-stop

Aperture size, controls depth of field blurriness. High values emulate a pinhole camera and depth of field is disabled.

Focal Length

The focal length of the camera in scene units measured from the camera lens. High F-stop values disable this.

Focal Distance

Distance to the focal plane where objects are in focus, measured in scene units from the camera to the object. High F-stop values disable this.

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- [Aperature](#)
 - [Tilt-Shift](#)
 - [Lens Distortion](#)

- [DOF Distortion](#)
- [Split Diopter](#)
- [Chromatic Aberration](#)
- [Vignetting](#)
- [Camera Shutter](#)
- [PxrCamera Advanced](#)
- [Enhance](#)