

# Tilt-Shift

? Unknown Attachment

## **tilt**

Angle in degrees to tilt the lens. Makes the plane of focus non-parallel to the image plane. Has no effect unless depth of field is enabled. Positive tilts up, bringing the focus in the top of the image closer and pushing the focus in the bottom further. Negative does the reverse.

## **roll**

Roll the lens clockwise. If the lens tilt is non-zero this can be used to rotate the plane of focus around the image center.

## **Focus 1, 2, and 3**

These point coordinates define an arbitrary plane (3 points is a triangle). This is used as the arbitrary focal plane. Note that a plane very oblique to the camera may fail to render.

## **shiftX**

Shift the lens horizontally. This can be used to correct for perspective distortion. Positive values shift towards the right.

## **shiftY**

Shift the lens vertically. This can be used to correct for perspective distortion "keystone" effects. To keep vertical lines parallel, aim the camera horizontally and adjust this to include the subject. Positive values shift towards the top.