

Camera Projection Defaults

Below are the Camera Projection settings defaults, note that projections now control many of the previous built in features such as depth of field.

Common

Name	Type	Default	Description
apertureAngle	float	0	
apertureDensity	float	0	
apertureNSides	int	0	
apertureRoundness	float	1	
dofaspect	float	1	Depth of field aspect.
extremeoffset	int	0	
farClip	float	inf	
nearClip	float	0.1	
shutterCloseTime	float	1	
shutteropening	float[8]	0 0 0 0 1 1 1 1	
shutterOpenTime	float	0	
stereoplannedepts	float[n]	empty	Control "ray bending" to enable multi-stereo camera workflows. Each depth element defines a depth plane where camera rays bend by a horizontal (camera x) offset. Every depth element must have a corresponding offset element. Values should be positive and in increasing order.
stereoplaneoffsets	float[n]	empty	Control "ray bending" to enable multi-stereo camera workflows. Each offset element defines a horizontal offset (camera x) of a virtual camera origin that bends rays at the corresponding depth plane. Every offset element must have a corresponding depth element.