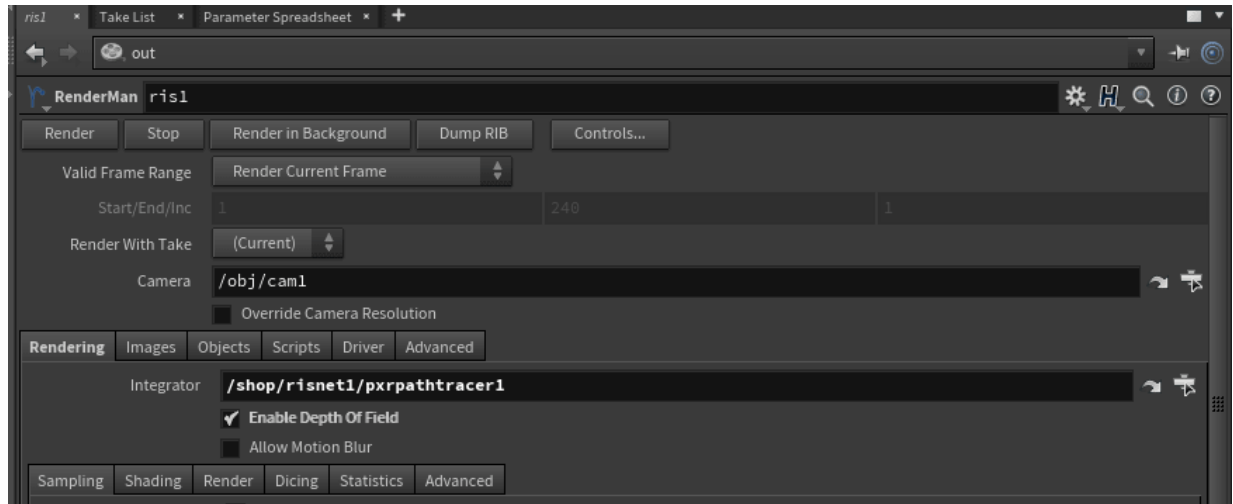


# Depth of Field

See [Depth of Field](#) for RenderMan depth of field.

To enable depth of field, turn on RenderMan RIS ROP's **Rendering | Depth Of Field**: Enable Depth Of Field.



To change the camera properties such as Focus Distance and F-Stop, adjust them in the Camera's **Sampling** Tab as well as in the RenderMan controls for the added properties like [Bokeh](#).

