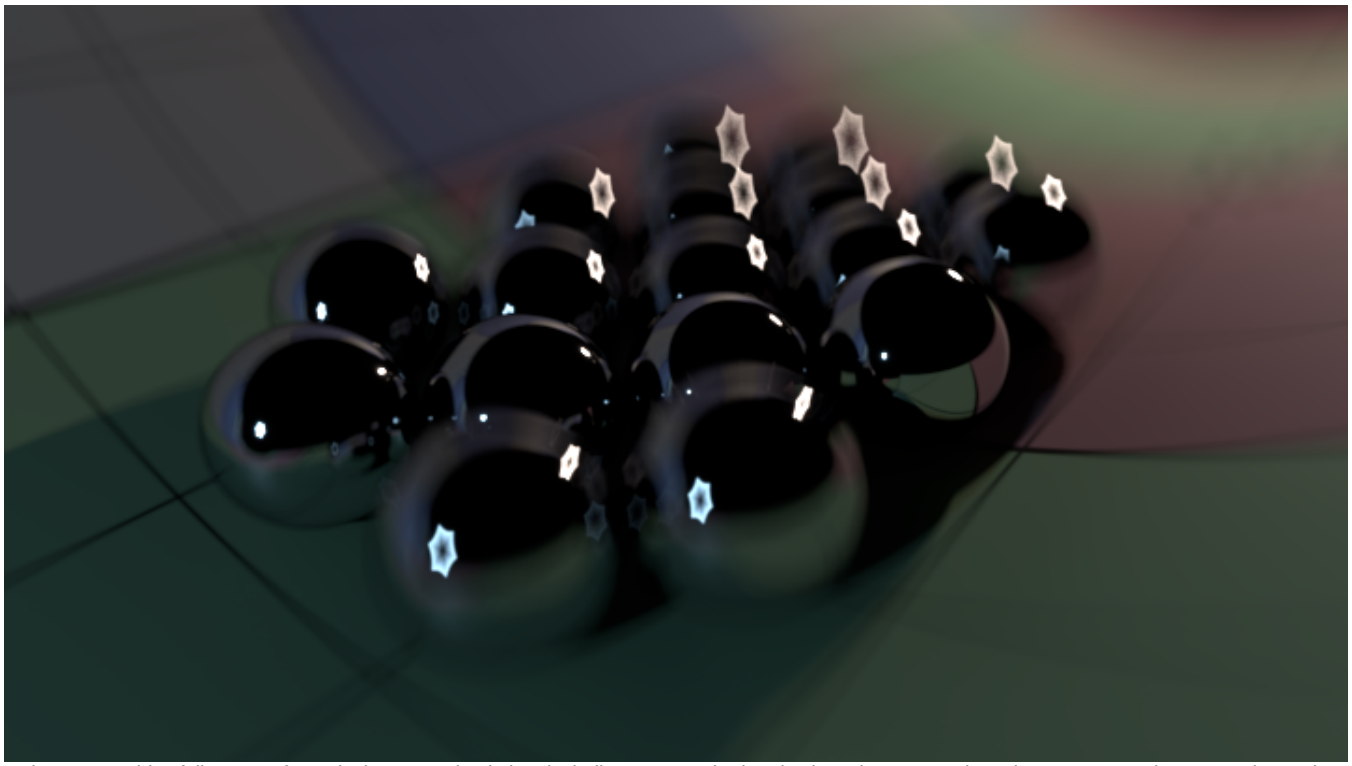
Cameras



RenderMan provides full support for typical camera simulation, including two standard projections that PRMan has always supported - perspective and orthographic - as well as features like motion blur and camera effects like Depth of Field and Bokeh. These are supported through projection plugins, enabling the tracing of rays through arbitrary, potentially curved surfaces centered on the viewpoint. The distribution also includes built-in projections - *sphere*, *torus*, and *cylinder* - that are compatible with all modes of the raytrace hider.

More Information

More information, including in-depth technical details, can be found on the following pages in the documentation:

- Bokeh
- Depth of Field
- Shutter
- The Viewing Transformation
- Projection Plugins
    - PxrCamera