PxrPanini

This projection plug in creates the Panini Projection used to render reasonable images with a wide field of view. Some tweaking during interactive rendering will allow you to reach a comfortable compression amount for your chosen field of view. Note that we do not currently redice/tessellate during these changes and you should restart the render after reaching a good setting to preview the geometry correctly.

Field of View (FOV)

For standard images this is the field of view in degrees along the width of the image. Based on your chosen compression setting (below) it may be limited to 180 to 360 degrees

100 degrees
120 degrees
80 degrees

Compression

Sets the amount of compression and FOV at the periphery. At 0 it's the standard FOV and limits to less than 180 degrees. At 1.0 is can apply the full Panini projection at 360 degrees.

Compression 0.0
Compression 0.5
Compression 1.0