

Cameras in Katana

RenderMan for Katana supports cameras created with a CameraCreate node or imported from an Alembic file. You can control various camera effects through the attributes on the camera, in the RenderSettings node, and in [PrmanGlobalStatements](#). Supported camera effects include:

- [Motion Blur](#)
- Depth of Field
- [Camera Projections](#)
- [Display and Sample Filters](#)