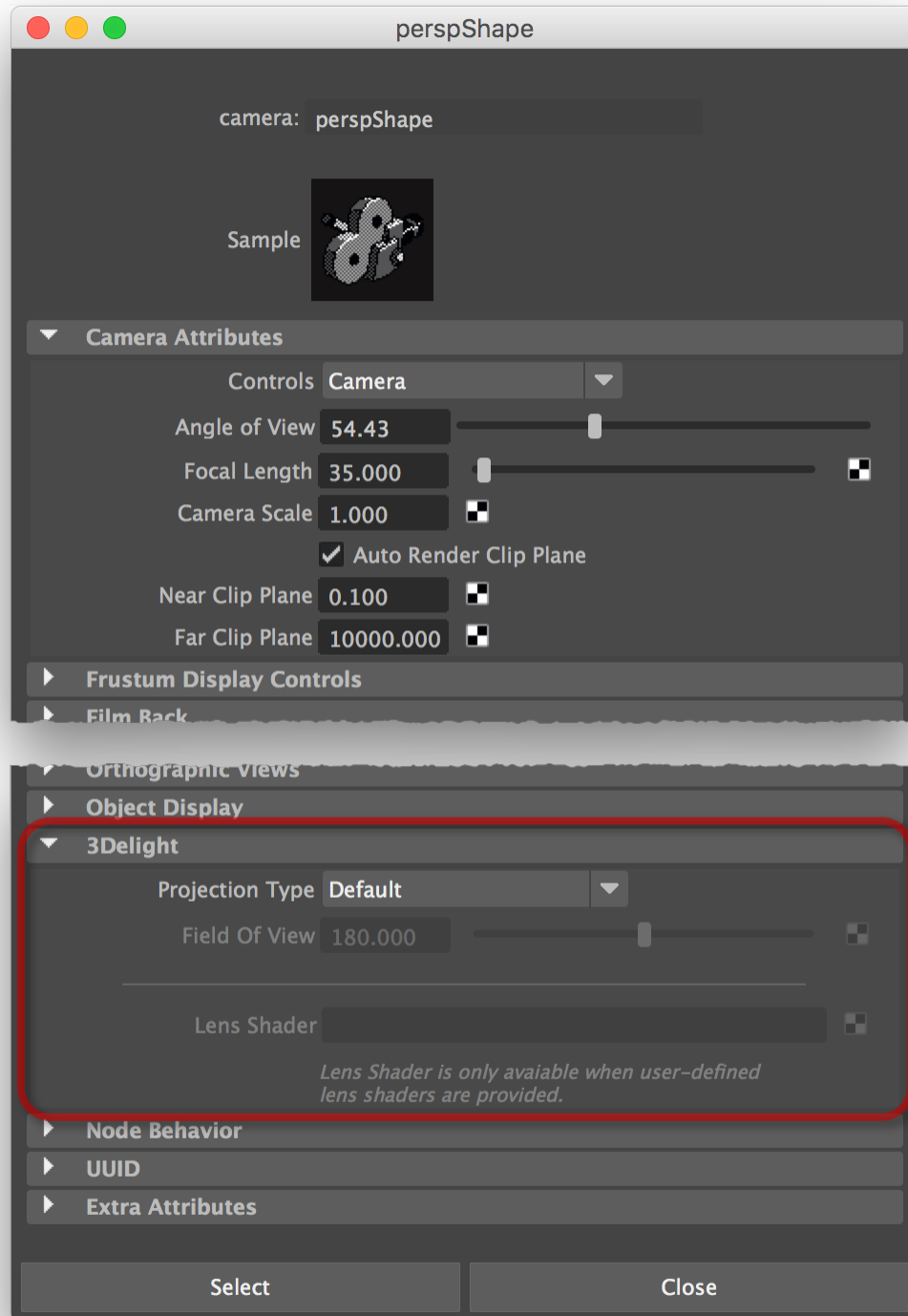


The Camera Node Extension Attributes

Overview

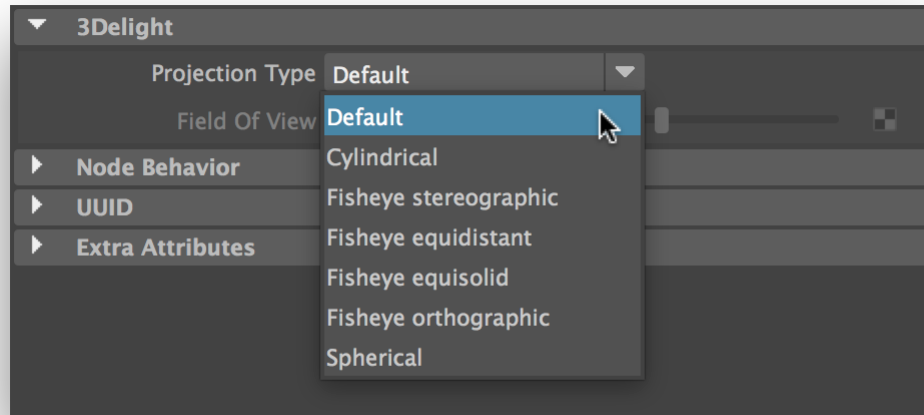
The extension attributes provided on camera nodes refine the projection options for the camera. Note that all the available projections only work with the path tracer [render engine](#).



The extension attributes of a camera node.

Projection Type

Several projection types are available. The possible values are detailed in a table below, along with how the camera's *Angle of View* attribute and the *Field of View* extension attribute are interpreted in each case.



Selecting a camera projection type.

Option	Description	Angle of View interpretation	Field of View interpretation
Default	The projection used is specified by the standard Maya attributes (i.e. perspective or orthographic camera).	Standard.	Ignored.
Cylindrical	The vertical axis uses the projection specified by the standard Maya attributes. The horizontal axis uses a spherical projection.	Defines the vertical field of view.	Defines the horizontal field of view.
Fisheye stereographic	A stereographic fisheye projection. Maintains angles.	Ignored.	Defines the field of view.
Fisheye equidistant	An equidistant fisheye projection. Maintains angular distances.	Ignored.	Defines the field of view.
Fisheye equisolid	An equisolid angle fisheye projection. Maintains surface relations.	Ignored.	Defines the field of view.
Fisheye orthographic	An orthographic fisheye projection. Maintains planar illuminance.	Ignored.	Defines the field of view.
Spherical	A latitude/longitude spherical projection.	Ignored.	Ignored.

The available projection types and their effect on Angle of View and Field of View attributes.

Field of View

Specifies a field of view, in degrees. Depending on the *Projection Type*, it may supplement or replace the camera's *Angle of View* standard attribute (which has a maximum value of less than 165 degrees) – see the table above for details. The 'Spherical' projection type implies a field of view of 360 degrees; the *Field of View* attribute becomes insensitive when this projection type is selected.

Lens Shader

This attribute can be connected to a user-defined *lens shader*. Although the lens shader must be written in OSL, it can be used for rendering with both the [pre-release 3Delight OSL](#) renderer and the [regular 3Delight](#) renderer.

i The *Lens Shader* attribute will remain insensitive unless *3Delight for Maya* has detected, when the plug-in is initialized in *Maya*, at least one user-defined OSL shader that is classified as a lens shader. For details about user-defined OSL shaders, please see [this page](#).