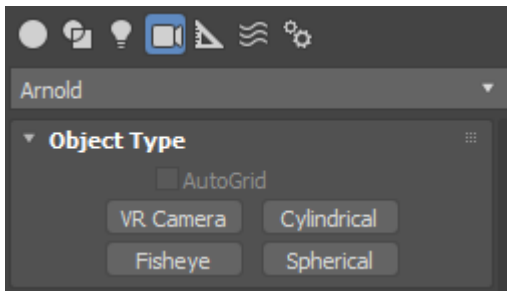


## Cameras



Only basic features are currently supported by cameras. For best results, you should use the 3ds Max *Physical Camera*. Basic Depth of Field is supported by the 3ds Max *Physical Camera*. Full support for Arnold's cameras will be available in a future release.

Arnold provides the following camera types:

- [VR Camera](#)
- [Cylindrical Camera](#)
- [Fisheye Camera](#)
- [Spherical Camera](#)