

Cameras

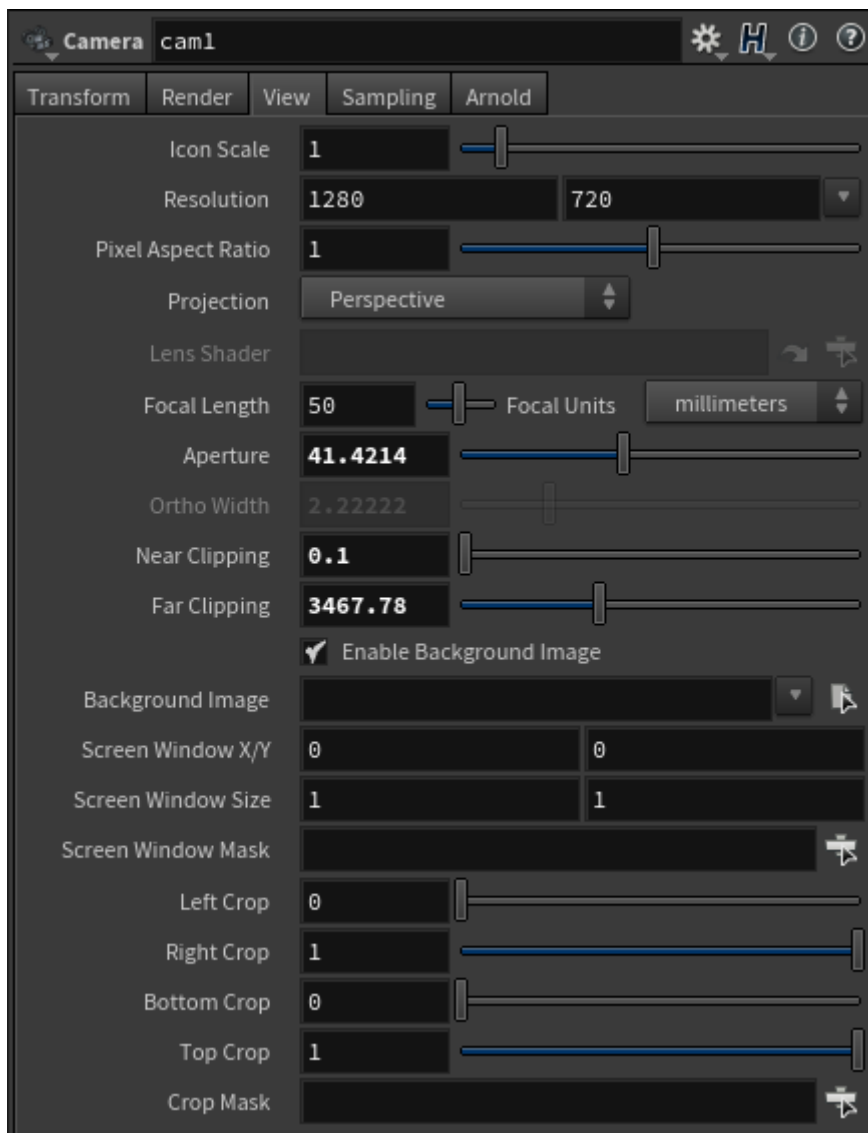
Cameras used for HtoA are regular Houdini cameras with Arnold properties attached. Arnold properties can be added by selecting the camera and clicking *Add Arnold Properties* in the toolbar or *Tab > Arnold > Add Arnold Properties* in the network editor. The properties added are regular Houdini spare parameters and any that are Arnold specific are prefixed with *ar_*.


The types of camera available in Arnold are:


- Perspective
- Orthographic
- Spherical
- Cylindrical
- Fisheye
- VR Camera

Most of the Houdini parameters are supported except for the ones listed below. Some of the Arnold Properties are only activated depending on Houdini Properties in the View tab. See the specific camera pages for more information.

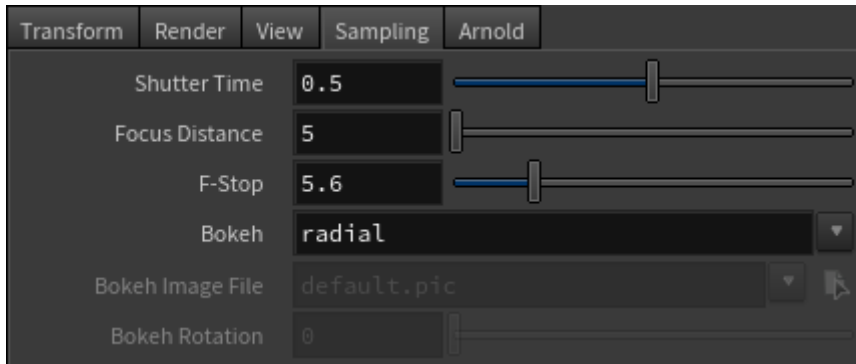
View



 For more information about these parameters see the [Houdini documentation](#).


 Background Image, Windows Mask and Crop Mask are not currently supported.

Sampling



Focus Distance is channel referenced to Focus Distance in the Depth Of Field tab in the [Arnold Camera properties](#).

Shutter Time is linked to Shutter Length in the [Motion Blur](#) tab of the [Arnold ROP](#).

 Bokeh controls are not used.

Arnold

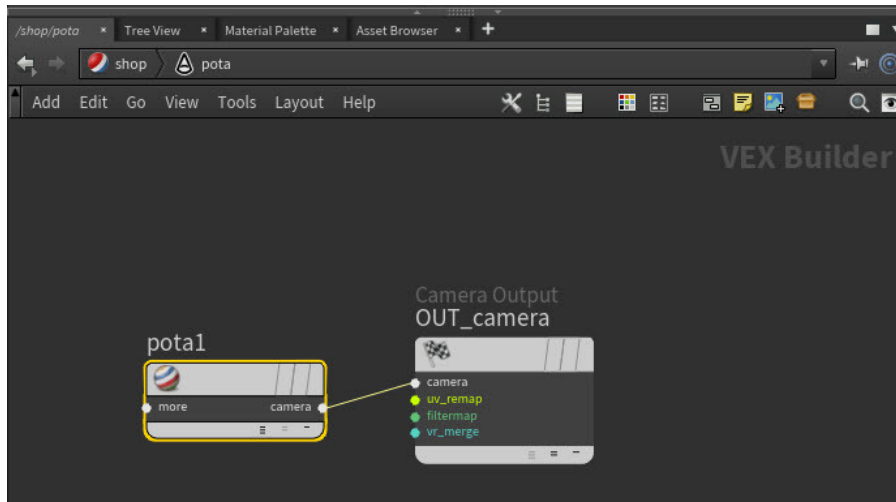
More information on the Arnold tab can be found in [Arnold Camera properties](#) or the separate camera pages.

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

Camera Shader

Connect camera shaders such as custom cameras, ray distortion maps or vignetting maps.

- [Install](#) your custom camera shader
- Create an [Arnold Shader Network](#), and there, connect the camera shader to the *Camera Output*.



- In the Camera Shader box, select the custom camera SHOP node.