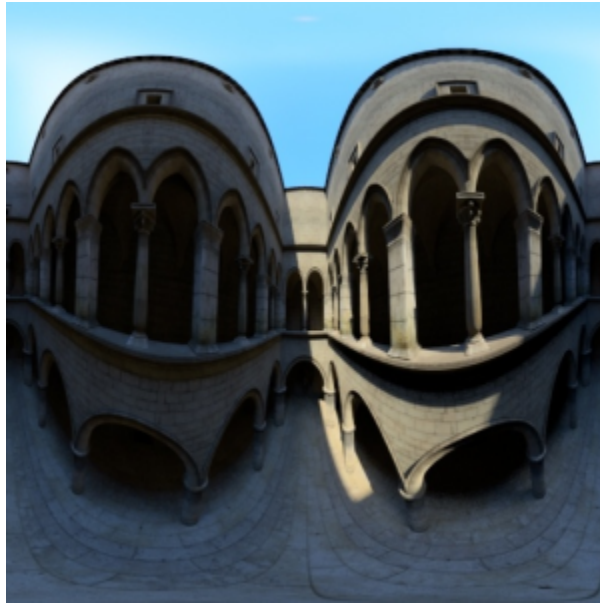



# Spherical Camera



Scene rendered with *spherical\_camera* lens


This is a spherical camera which means that the camera lens has a spherical appearance. A common use of this camera projection is to allow the creation of environment maps (in spherical map format) for later use as reflection maps or for environment lighting. To get the full spherical range, the camera's screen window must be set to  $[-1,-1]$  to  $[1,1]$ . Note that the same mapping could be achieved in the cylindrical camera with careful setting of the Horizontal FOV, Vertical FOV, and Projective parameters but the spherical camera is provided for convenience.

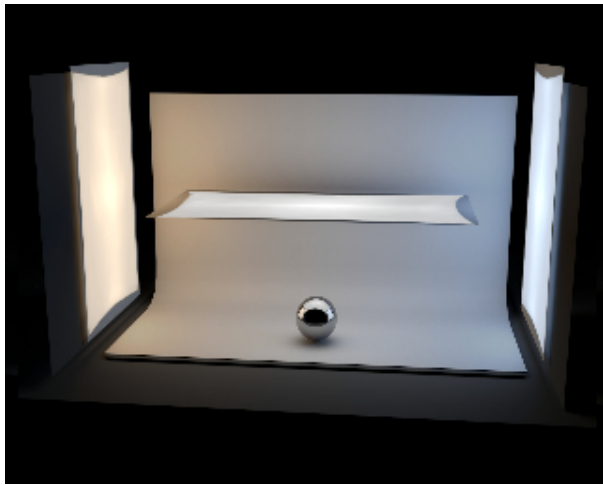
You can find a description of common parameters on the [cameras page](#).

 *Depth of Field* is not available for this camera type.

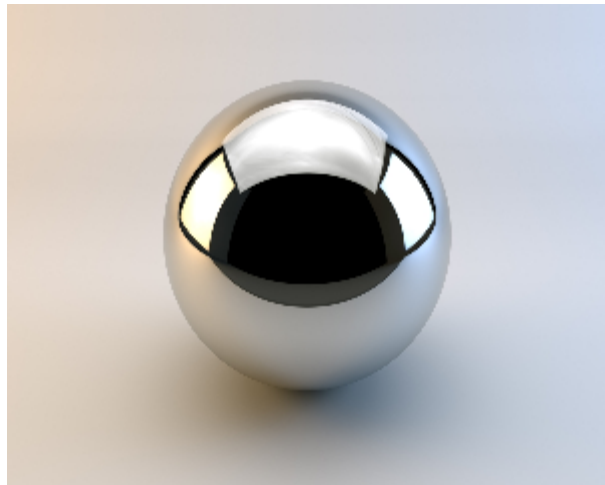
## Workflow Example

Below is an example of a *spherical* camera lens. The image below shows a studio lighting rig scene. The *spherical* camera can be used to convert this scene into a *spherical* HDRI that can be used with the *skydome\_light*.

 The chrome sphere is there for demonstration only and is not needed when rendering a spherical camera map.

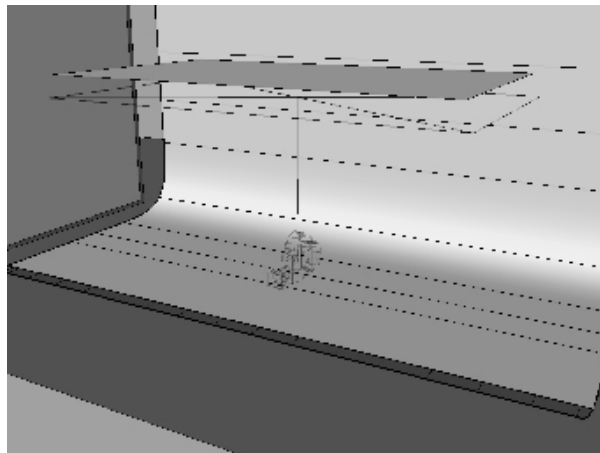


Studio lighting rig



Closeup render of reflected lighting studio

- Position the camera in the center, in order to convert the scene into a *spherical* camera image.



Light texture maps have been assigned to the reflector planes (textured light sources will not be visible to the camera).

The image below is a render of the *spherical* camera in the center of the scene. The scene must be rendered at a high enough resolution and the pixel aspect ratio should be set to 1, otherwise, distortions may appear in the reflections of the scene.

