

# camera\_projection

Shader

RGBA

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**projection\_color**  
()

**offscreen\_color**

**mask**

**camera**

**aspect\_ratio**  
x/y

**front\_facing**

**back\_facing**

**use\_shading\_normal**

**coord\_space**

*WorldObject Pref* Pref vertex in reference pose () () Arnold

- World
- Object : ()
- *Pref.* (Pref NURBS )

**pref\_name**

Pref RGB/RGBA VECTOR

**p**

4D (0) P

()()

Pref Object World Pref



World Object -



Pref -

- Object ()
- World
- Pref (Pref NURBS )