



# Cameras



Camera

Done

Background Color [CB]

- ☐ [vs] Single-Buffering
- ☐ [v~] Software Shading
- ☐ [vD] Turn On Dithering
- ☐ [vd] Draw Other Cameras
- ☐ [ai] Draw Unit Sphere Projection

[0vp] Orthographic

[1vp] Perspective

Near clip [vn] 0.1

Far clip [vf] 100

FOV [w] 40

Focal Length [vl] 3

Lines Closer [vc] 3

Space Model

[mv] Virtual

[mp] Projective

[mc] Conformal