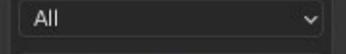
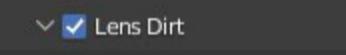
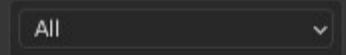
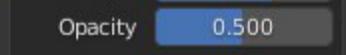
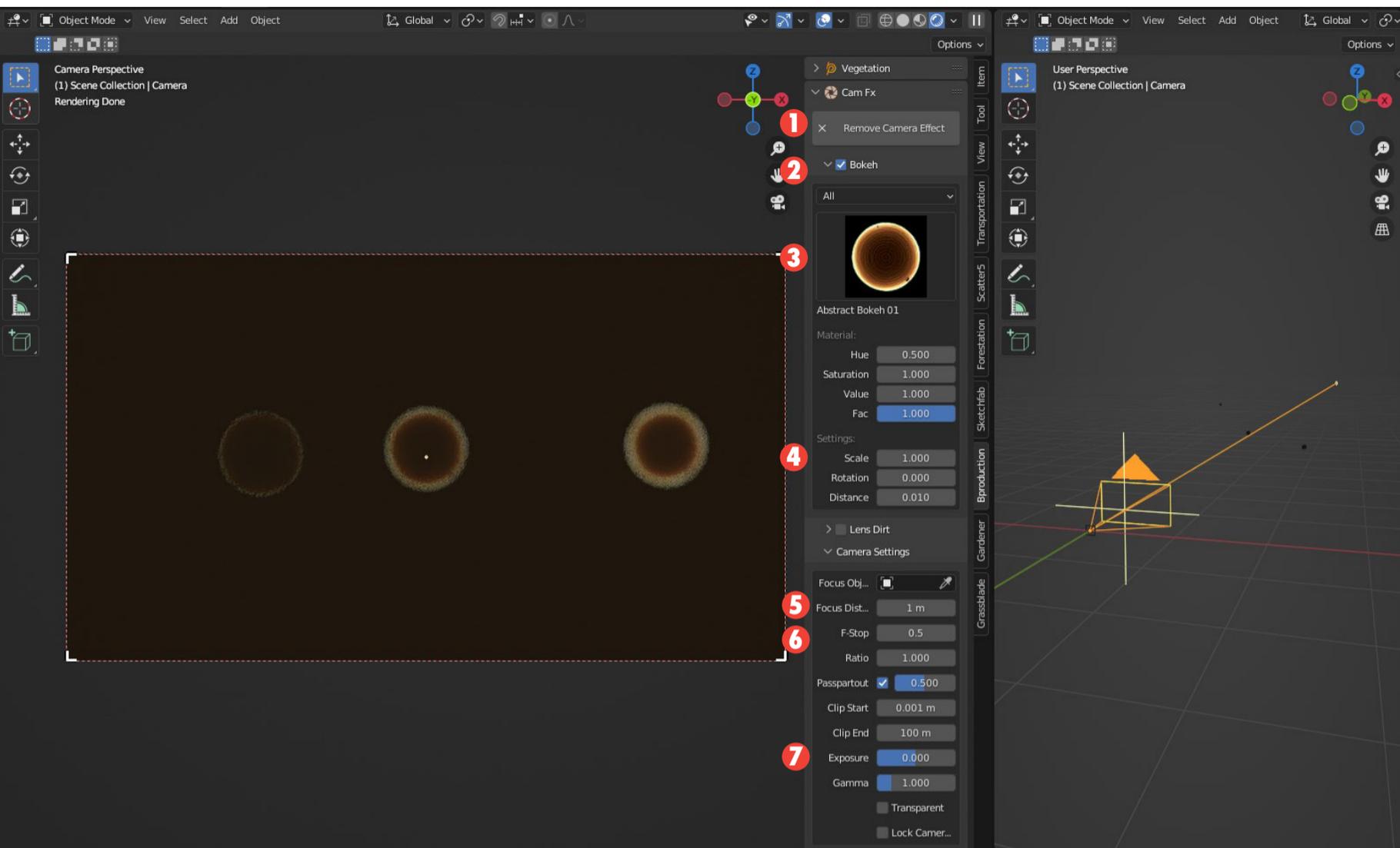


Cam-FX

Add or remove camera for use Cam FX (Transform the selected camera, or create a new camera if it is not selected)	
Active Bokeh Effect	
Choose category of Bokeh	
Select your bokeh	
Change color and saturation of the bokeh in the material editor	
Change the size of the plane where the bokeh is. This is the most important parameter. It adjusts the bokeh so that it is visible when rendering	
Rotate bokeh plane. Change orientation of the bokeh	
Change the distance of the plane from the camera. This parameter is usually not used, but useful in some cases	
Active Lens Dirt	
Choose category of Lens Dirt	
Select your Lens Dirt texture	
Change the scale of the lens dirt texture	
Mix the lens dirt with the color selected in the parameter below	
Color Mix to tint the Lens Dirt	
Lens Dirt intensity/roughness	
Changes the opacity of the Lens Dirt effect	
Change the size of the plan (must always be larger than the camera's angle of view)	
Plane rotation with Lens Dirt texture	
Plan distance from camera	
Standard camera option	
Focus area by object	
Focus area by Distance	
Aperture of the diaphragm. the lower the value, the more blur	
Allows you to add effects in the form of bokeh	
Darken the edges of the camera	
Fields of view at the beginning of the camera. (the bokeh plane should always be visible) so a low value is important	
Maximum field of vision of the camera	
Change exposure. Must be often adjusted according to the Bokeh used	
Gamme Correction	
Add transparent background. Recommended for setting Bokeh and Lens Dirt	
Lock Camera based on 3D view	

Bproduction

BOKEH



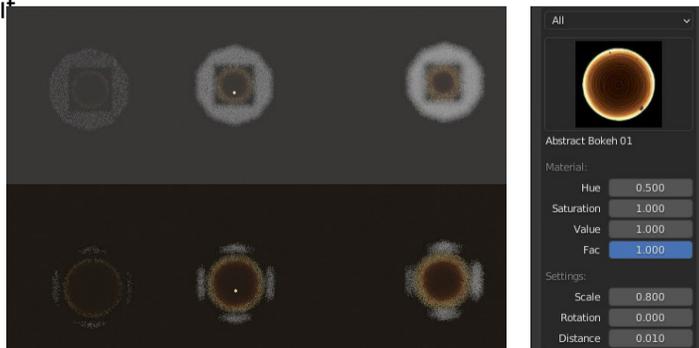
SET THE BOKEH CORRECTLY:

- 1 Create a camera and make sure you have a large enough focal length, **generally from 50 to 200mm**
- 2 Check the Bokeh box
- 3 Choose your bokeh texture
- 4 Make sure you have a good size. this parameter is very important. **see below the influence of this parameter.**
- 5 Define a focus area. the bokeh will appear behind this area or in front of this area of sharpness
- 6 Choose the aperture of your camera, a low value is necessary to make the bokeh appear. generally between 0.1 and 2. the smaller the parameter, the more blur there will be
- 7 Adjust the exposure according to the shape of the bokeh

COMMON PROBLEMS:

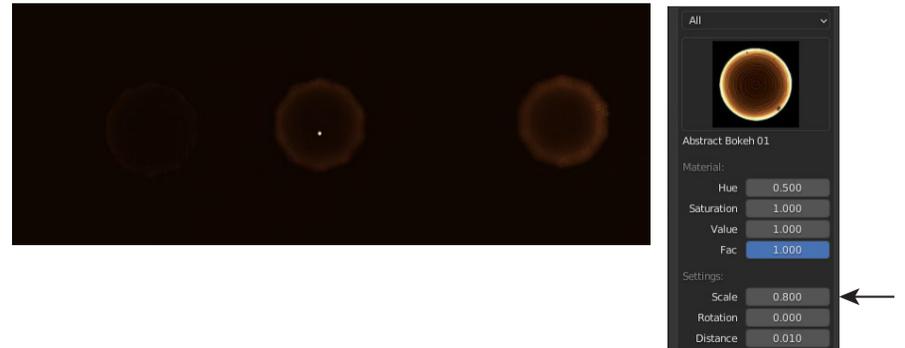
Shape of the bokeh is strange

The bokeh size is not good. You have to increase it

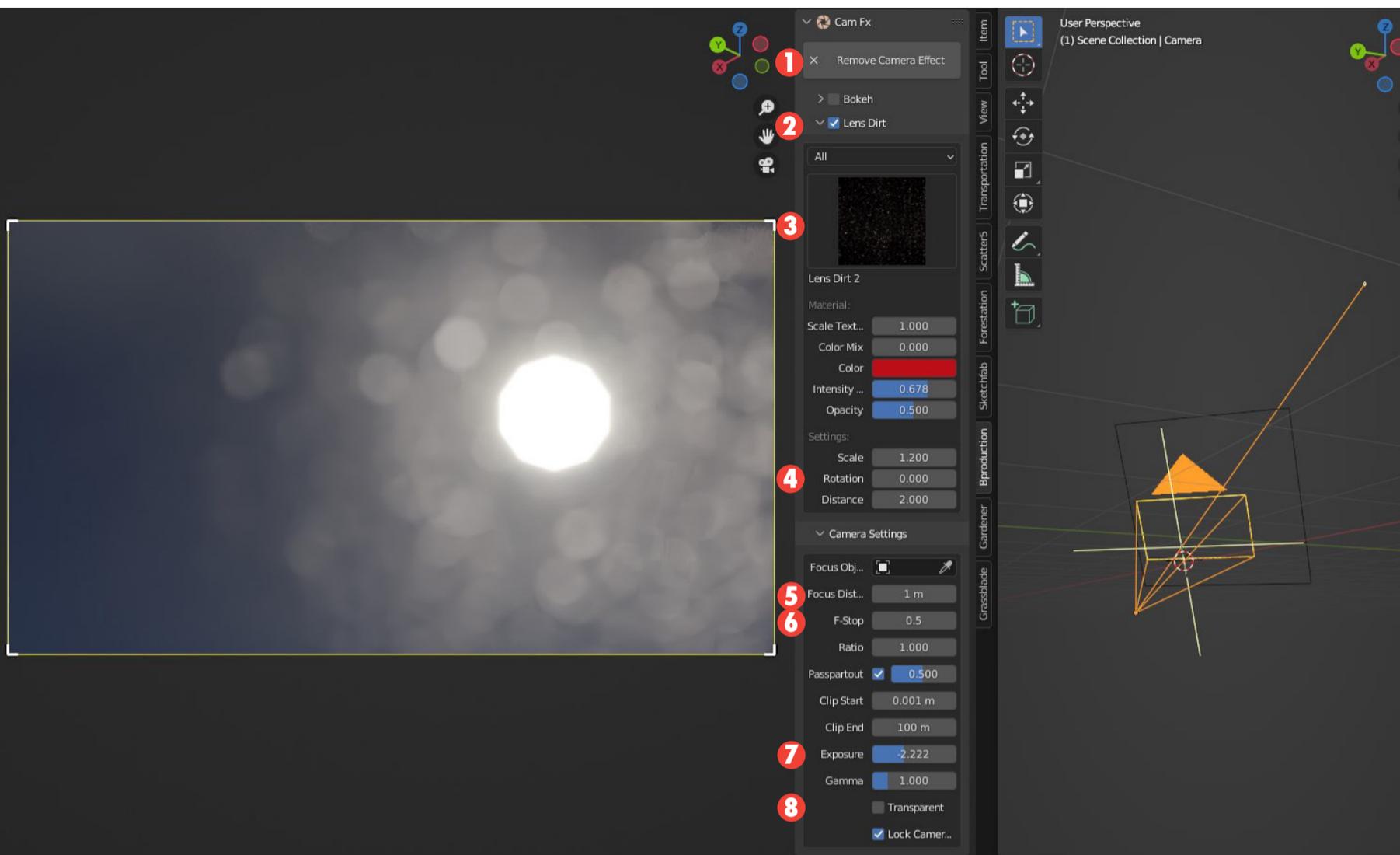


The shape of the bokeh does not match. it has angular edges.

The bokeh texture is too big. you have to reduce the scale value



LENS DIRT



SET THE LENS DIRT CORRECTLY:

Be sure to add a light source to your scene, and aim your camera there. in this example it is an hdri image, (I aim for the sun) but it can be a light in Blender.

- 1 Create a camera
- 2 Check the Lens Dirt box
- 3 Choose your Lens Dirt texture
- 4 The **distance** and the **scale** allow to modify the effect of the lens dirt. This will change the size of the imperfections in the image.
- 5 Define a focus area. the Lens Dirt will appear in front of this area of sharpness and in very bright areas
- 6 Choose the aperture of your camera, a low value is necessary to make the bokeh appear. generally between 0.1 and 2. the smaller the parameter, the more blur there will be
- 7 Adjust the exposure according to the shape of the bokeh
- 8 The option transparent background allows to see in detail the effect in the camera without the background.