



Full Camera Specification

Camera

Selected Defaults

Plan Display

Backdrop

Layer

Label

General

Name:Interior Noon

☒ Saved

Rendering Technique:Physically BasedDefine...

☒ Show Color

☐ Show Watermark

☒ Show Shadows

☒ Ray Casted Sun Shadows

☒ Reflections

☐ Bloom

☒ Edge Smoothing when Idle

Ambient Occlusion:20%

Lighting

Sunlight:☒ Use SunlightAdjust Sunlight...

☒ Automatic:Maximum Lights:600

☐ Light Set:Default Light SetAdjust Lights...

Positioning

Height Above Floor:64 1/8"

Tilt Angle:0.0

Camera Angle:144.874476°

X Position:579 3/4"

Y Position:412 7/16"

Incremental Move Distance:12"🔒

Incremental Rotate Angle:10.0°🔒

Field of View:55.0°🔒

Options

Clip Surfaces Within:6"🔒

☐ Hide Camera-Facing Exterior Walls

Number Style...OKCancelHelp

- Standard
- Vector View
- Physically Based (Ray Trace)
- Clay
- Glass House
- Technical Illustration
- Watercolor
- Line Drawing
- Duotone

General

☒ Use Backdrop Image When Available

Camera Exposure: 0.5

Global Illumination

☒ Use Ray Tracing

☒ Refraction

Maximum Export Samples:

☒ Cap Live Samples

Daytime Backdrop Intensity:

Nighttime Backdrop Intensity:

Color Adjustment

Hue: -10.0

Saturation: -15.0

Brightness: 50.0

☐ Line Drawing on Top

Color:

Thickness: 1

Extend Amount: 5

Squiggle Amplitude: 20

Squiggle Frequency: 10

Reset to Defaults

OK

Cancel

Help