

Cameras

General Information

Redshift understands and translates the native camera types of its host DCC application. A general discussion of commonly used camera settings is included in the [Camera Basics](#) topic, while settings which are unique to a particular DCC are covered in the DCC-specific topics [Maya Cameras](#), [3ds Max Cameras](#) and [Softimage Cameras](#).

Limitations

Redshift does not currently support stereoscopic cameras. Attempting to render using a stereoscopic camera will generate an error. In addition, certain camera attributes in Maya are ignored by Redshift during translation. See the [Maya Cameras](#) topic for a full list of camera attributes ignored by Redshift.

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