

Camera Depth

This component can be used to calculate the optical depth between two points. This is used by the SgtFlare component.

Layers

This allows you to set the layers the camera will render.

Ease

This allows you to set the transition style between transparent and opaque.

Resolution

This allows you to set the width & height of the camera in pixels.

Size

This allows you to set the width & height of the camera in world space.