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Lens Distortion Node

Use this node to simulate distortions that real camera lenses produce.



Inputs

Image

Standard color input.

Distortion

This creates a bulging or pinching effect from the center of the image.

Dispersion

This simulates chromatic aberrations, where different wavelengths of light refract slightly differently, creating a rainbow colored fringe.

Properties

Projector

Enable or disable slider projection mode. When on, distortion is only applied horizontally. Disables *Jitter* and *Fit*.

Jitter

Adds jitter to the distortion. Faster, but noisier.

Fit

Scales image so black areas are not visible. Only works for positive distortion.

Outputs

Image

Standard color output.

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