

[Skip to content](#)

Bokeh Image Node

The *Bokeh Image* node generates a special input image for use with the [Bokeh Blur](#) filter node.

The *Bokeh Image* node is designed to create a reference image which simulates optical parameters such as aperture shape and lens distortions which have important impacts on bokeh in real cameras.

Inputs

This node has no input sockets.

Properties

The first three settings simulate the aperture of the camera.

Flaps

Sets an integer number of blades for the cameras iris diaphragm.

Angle

Gives these blades an angular offset relative to the image plane.

Rounding

Sets the curvature of the blades with (0 to 1) from straight to bringing them to a perfect circle.

Catadioptric

Provides a type of distortion found in mirror lenses and some telescopes. This can be useful to produce a visual complex bokeh.

Lens Shift

Introduces chromatic aberration into the blur such as would be caused by a tilt-shift lens.

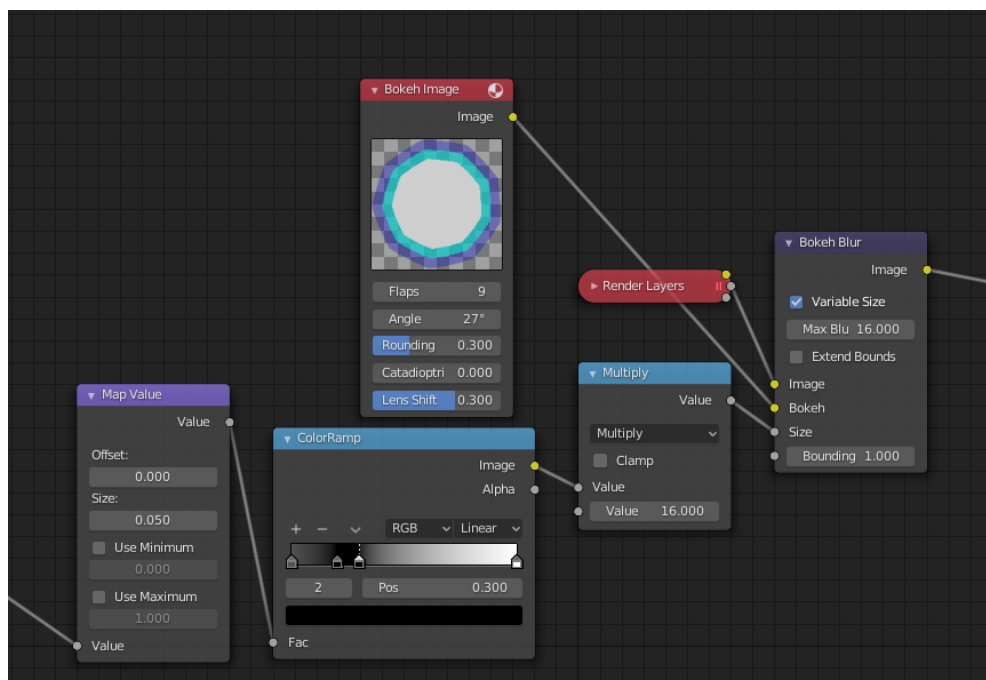
Outputs

Image

The generated bokeh image.

Example

In the example below the *Bokeh Image* is used to define the shape of the bokeh for the [Bokeh Blur](#) node.





Example of *Bokeh Image* node.

[Previous](#)
[Value Node](#)

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