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Distance from Camera

The *Distance from Camera* modifier alters the base property with a new one from a given range using the distance to the active *camera*.

Range Min, Max

The limits of the mapping from “distance to camera” to “property in mapping”. If the current point of the stroke is at *Range Min* or less from the active camera or the object, it will take the start value. And conversely, if it is at *Range Max* or more from the camera/object, it will take the end value. These values are in the current scene’s units, not in pixels!

Fill Range by Selection

Set the min/max range values from the distances between the current selected mesh vertices and the camera or the target.

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