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Camera Data Node

The *Camera Data* node returns information about the shading point relative to the camera. This could be used for example to change the shading of objects further away from the camera, or make custom fog effects.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

View Vector

A normalized vector, in camera space, from the camera to the shading point.

View Z Depth

The distance each pixel is away from the camera.

View Distance

Distance from the camera to the shading point.

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