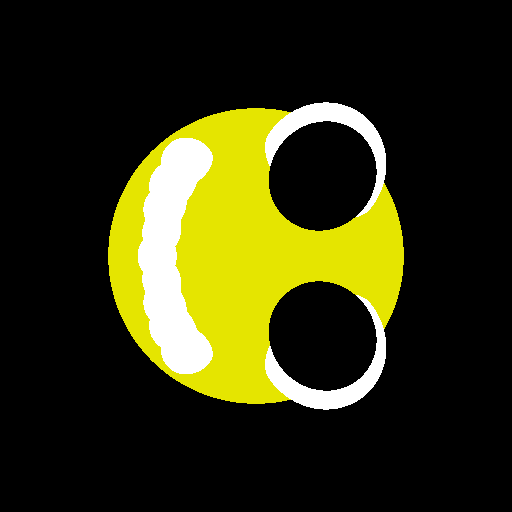
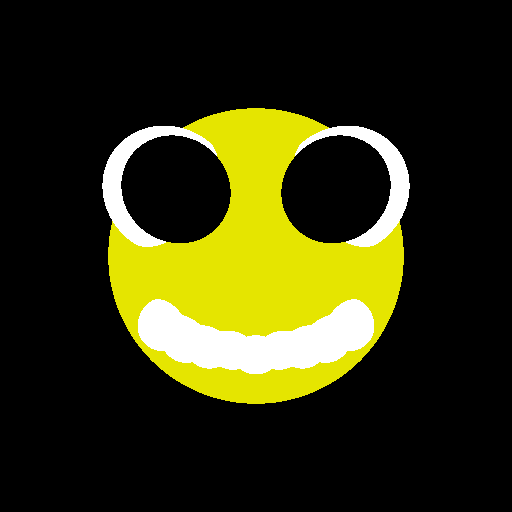
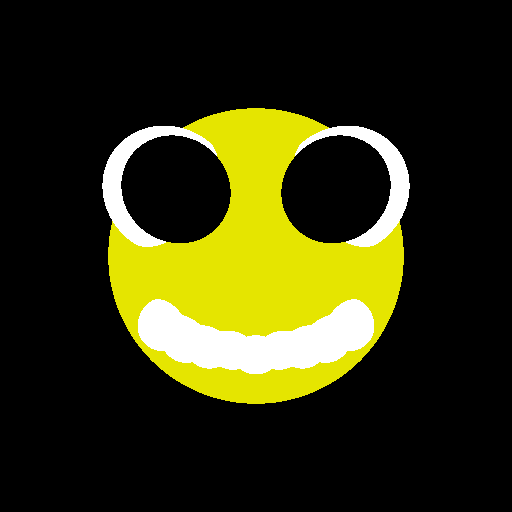
1. It rotates the camera angle, specifically changing the roll of the camera. Here are two pictures with different updir for comparison, with updir (0, 1, 0) and (1, 0, 0) respectively:



2. The field of view changes how much of the window we can see, with lower FOV filling the window more with what’s in the center. Here are two pictures with different vfov for comparison, with vfov 90 and 60 respectively:



3. From changing specifically the viewdir, I’ve noticed that spheres closer to the edge of the image tend to warp towards the edge like a Mercator projection warps at the North and South poles. I’m guessing it has some reason to do with how rays that pass near the edge have increasingly larger angles as they approach the edge. Here are five images with viewdir (0, 0, -5), (10, 0, -5), (-10, 0, -5), (0, -10, -5), and (0, 10, -5) respectively.

