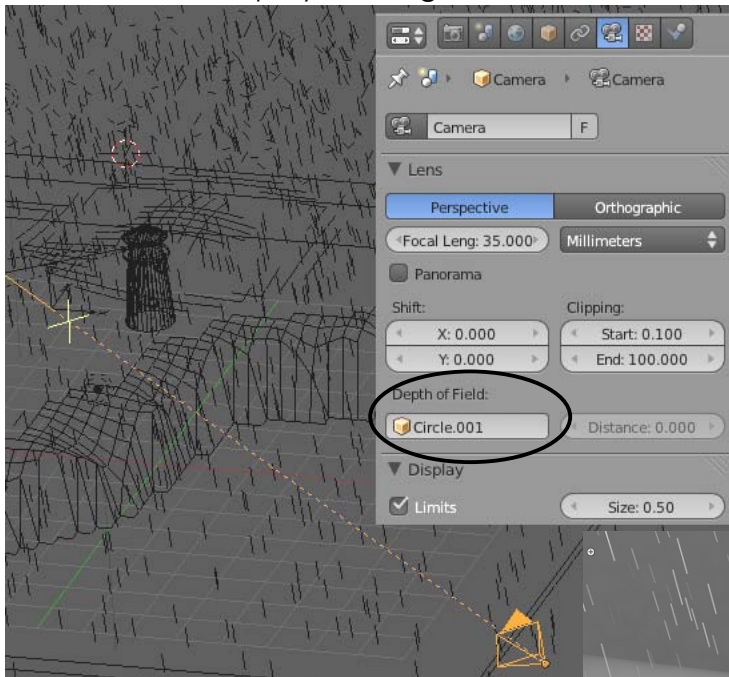


Depth of Field Practice Exercise

P
R
A
C
T
I
C
E

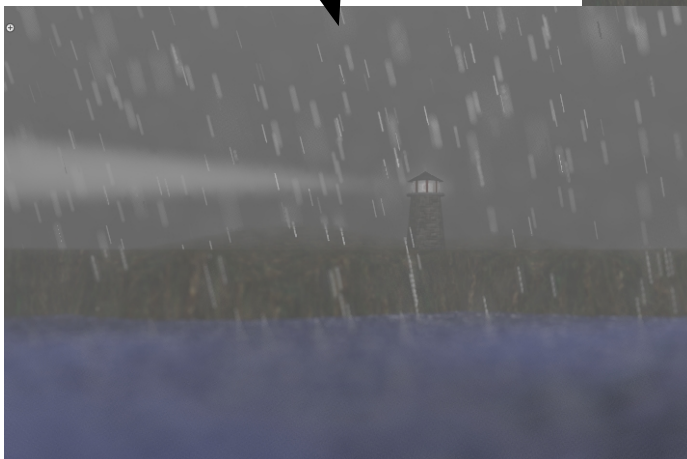
E
X
E
R
C
I
S
E

Open your "**Landscape Scene**" file for this exercise. Although we won't be seeing much blur in this scene, it will add a nicer effect to the rain. It will also show you how to set up blur for future projects. First thing we need to do is work in the top view, shading to wireframe, and camera selected. With the camera selected, go to the Object Data Buttons. Let's make the lighthouse be the depth-of-field focus throughout the animation. The other option is to set an actual distance, but since our camera is animated, that would cause the lighthouse to go out of focus. To focus on the lighthouse, you will need to know the Name of the lighthouse. Select the lighthouse to see the name displayed in the lower-left corner of the screen. Now select the camera again and chose the object in the DoF box. You will also want to show the "**Limits**" of the camera to display the target.



By following the example on the previous pages, set up the nodes to demonstrate depth-of-field. Adjust the depth to any settings you wish. Your goal is to blur the rain droplets that are close to the camera while keeping the lighthouse in focus. If you have time, create a short movie.

Before Depth of Field →
With Depth of Field



**** Call the instructor when finished****