

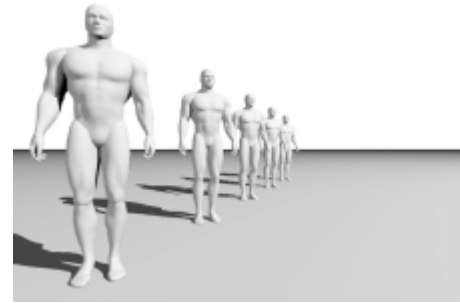
# Stage editor...



8mm focal length/180-degrees field of view (fisheye lens).



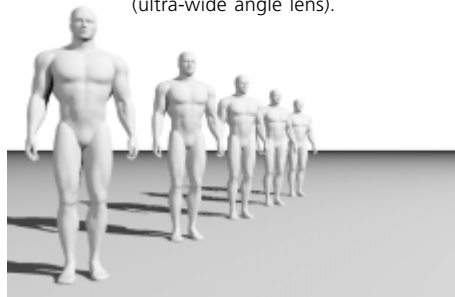
15mm focal length/110-degrees field of view (ultra-wide angle lens).



20mm focal length/94-degrees field of view (most popular ultra-wide angle lens).



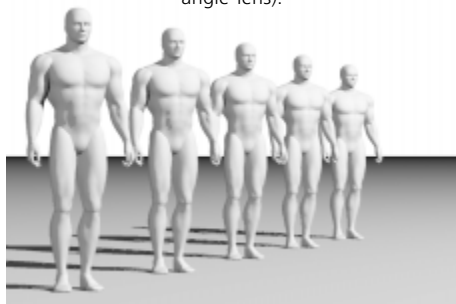
24mm focal length/84-degrees field of view (wide angle lens).



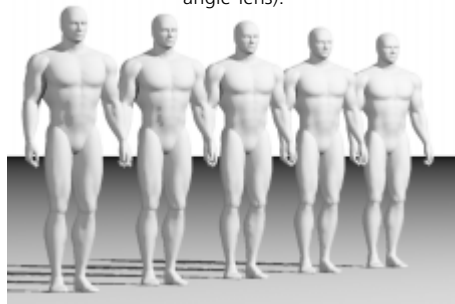
35mm focal length/62-degrees field of view (wide angle lens).



50mm focal length/46-degrees field of view ("normal" lens).



105mm focal length/23-degrees field of view ("portrait" lens).



300mm focal length/8-degrees field of view (intermediate telephoto lens).



500mm focal length/5-degrees field of view (telephoto lens).

Figure 7-48: The effects of changing *Imagine's* camera lens. These shots correspond to the standard lens types listed elsewhere. Notice how compressing the perspective brings the background shading to the front. The figures are arranged in the scene as shown in Figure 7-46. Each Humanoid is 200 units to the side and 200 units to the rear of it's neighbour.