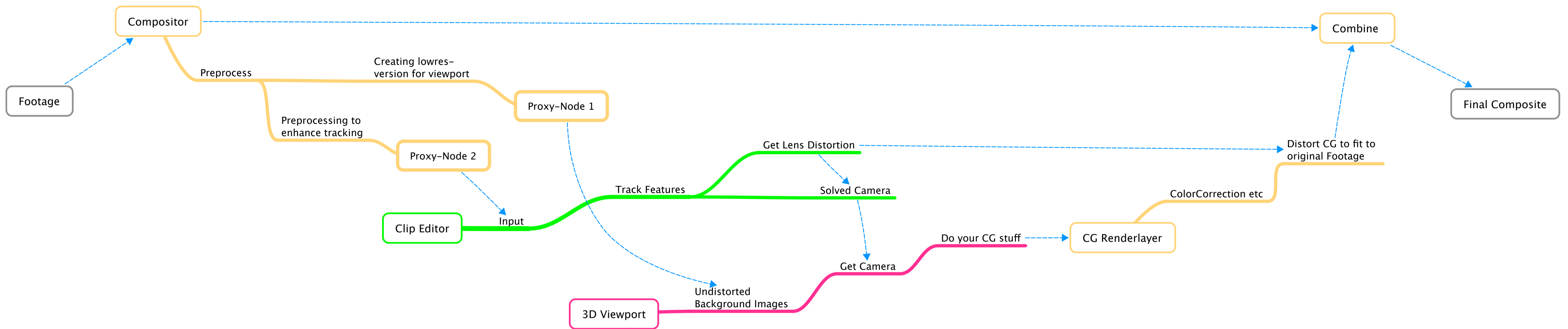
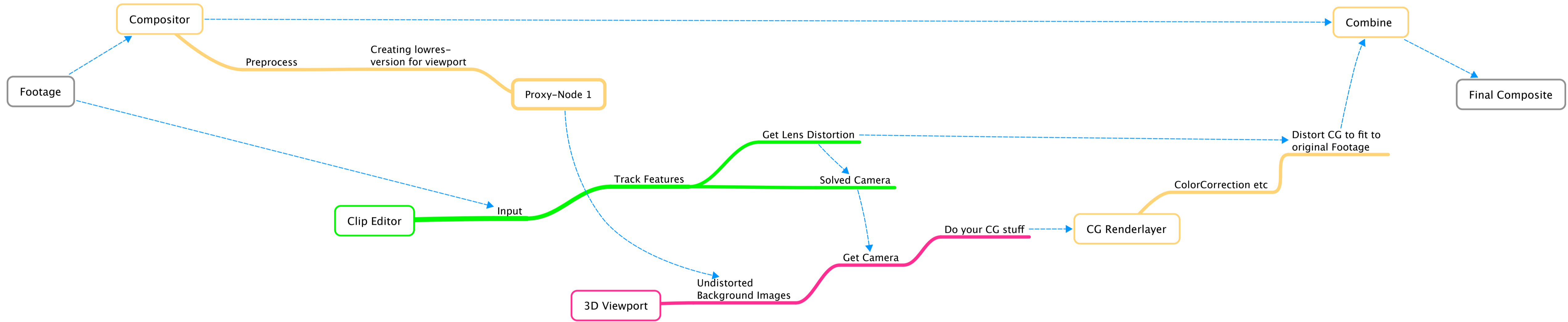


Case 1: Preprocessing Footage to enhance tracking and applying lens distortion to CG images in compositor after rendering



Case 2: Using the original footage directly but still applying lens distortion to CG as a post-process



Case 3: Using the original footage directly in the tracker and applying the lens-distortion directly to the blender camera. I guess that would be the ideal situation for a workflow in Blender.

