**Camera Follow**

*Character X always – 22, Y always -44*

**Following:**

Formula character: canvas.width / 2 - 22 **&** canvas.height / 2 - 44

Formula terrain: x \* 36 – character.getX() **&** y \* 36 – character.getY()

**Top left corner:**

Formula character: character.getX() - 22 **&** character.getY() -44

Formula terrain: x \* 36 **&** y \* 36

**Top right corner:**

Formula character: character.getX() **&** character.getY() -44

Formula terrain: x \* 36 **&** y \* 36

**Lower left corner:**

Formula character: character.getX() - 22 **&** character.getY() -44

Formula terrain: x \* 36 **&** y \* 36

**Lower right corner:**

Formula character: character.getX() - 22 **&** character.getY() -44

Formula terrain: x \* 36 **&** y \* 36