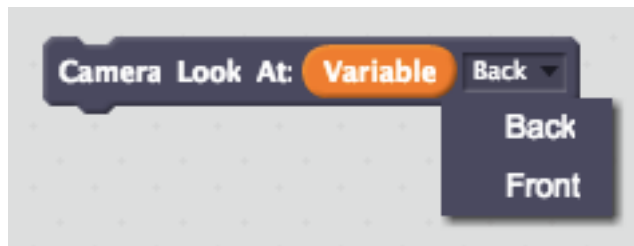


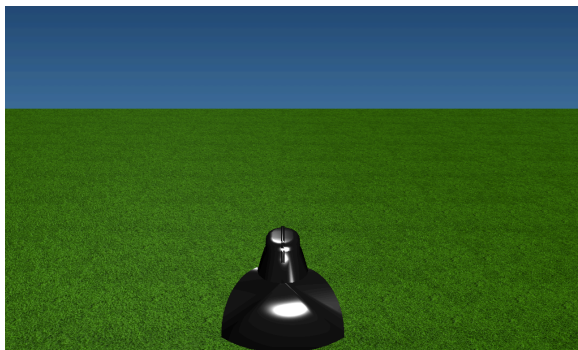
## Camera Look At



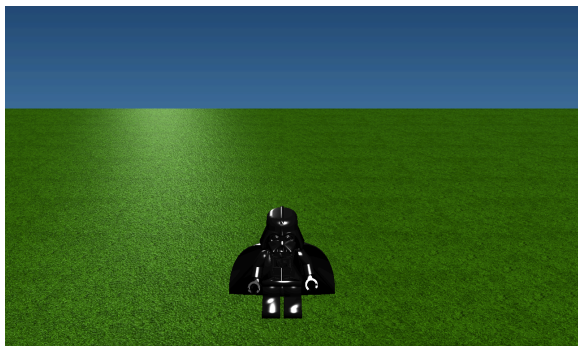
The “Camera Look At” block takes in two arguments. A variable, this is the object we want the camera to look at and the side of the object we wish to look at. The camera will then keep that view on the object even as the object moves. If the object moves right the camera will move right as well. Staying focused on the side of the object specified in the second argument even as the object rotates.



Try it your self! We add in the wait block in this example to ensure that the object we want the camera to look at has loaded before trying to look at it.



The “Back” option from the menu list will focus the camera on the back of the object specified by the variable object passed in. Looking at the object from the back or looking down the positive z-axis.



The “Front” option from the menu list will focus the camera on the front of the object specified by the variable object passed in. Looking at the object from the back or looking down the negative z-axis.