

roll()

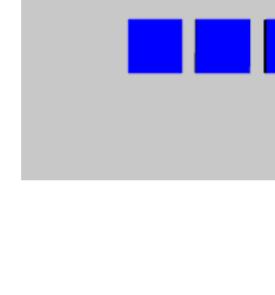
Rotates the camera in a clockwise/counter-clockwise direction.

Rolling rotates the camera without changing its orientation. The rotation happens in the camera's "local" space.

The parameter, `angle`, is the angle the camera should rotate. Passing a positive angle, as in `myCamera.roll(0.001)`, rotates the camera in counter-clockwise direction. Passing a negative angle, as in `myCamera.roll(-0.001)`, rotates the camera in clockwise direction.

Note: Angles are interpreted based on the current `angleMode()`.

Examples



```
let cam;
let delta = 0.01;

function setup() {
  createCanvas(100, 100, WEBGL);
  normalMaterial();
  // Create a p5.Camera object.
  cam = createCamera();
}

function draw() {
  background(200);

  // Roll camera according to angle 'delta'
  cam.roll(delta);

  translate(0, 0, 0);
  box(20);
  translate(0, 25, 0);
  box(20);
  translate(0, 26, 0);
  box(20);
  translate(0, 27, 0);
  box(20);
  translate(0, 28, 0);
  box(20);
  translate(0, 29, 0);
  box(20);
  translate(0, 30, 0);
  box(20);
}
```

Syntax

`roll(angle)`



Parameters

`angle` Number: amount to rotate camera in current `angleMode` units.

This page is generated from the comments in [src/webgl/p5.Camera.js](#). Please feel free to edit it and submit a pull request!

Related References

`camera`
Sets the position and orientation of the camera.

`centerX`
The x-coordinate of the place where the camera looks.

`centerY`
The y-coordinate of the place where the camera looks.

`centerZ`
The z-coordinate of the place where the camera looks.

