

Reference

Camera

camera()

centerX

centerY

centerZ

eyeX

eyeY

eyeZ

frustum()

lookAt()

move()

ortho()

pan()

perspective()

roll()

set()

setPosition()

slerp()

tilt()

upX

upY

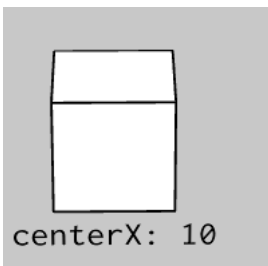
upZ

centerX

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

By default, the camera looks at the origin `(0, 0, 0)` in "world" space, so `myCamera.centerX` is 0.

Examples



```
let cam;
let font;

// Load a font and create a p5.Font object.
function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create a p5.Camera object.
  cam = createCamera();

  // Place the camera at the top-center.
  cam.setPosition(0, -400, 800);

  // Point the camera at (10, 20, -30).
  cam.lookAt(10, 20, -30);

  describe(
    'A white cube on a gray background. The text "centerX: 10" is written in black beneath it.'
  );
}

function draw() {
  background(200);

  // Style the box.
  fill(255);

  // Draw the box.
```



```
let cam;
let font;

// Load a font and create a p5.Font object.
function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create a p5.Camera object.
  cam = createCamera();

  // Place the camera at the top-right.
  cam.setPosition(100, -400, 800);

  // Point the camera at (10, 20, -30).
  cam.lookAt(10, 20, -30);

  describe(
    'A white cube on a gray background. The cube appears to move left and right as the camera shifts its focus. The text "centerX: X" is written in black beneath the cube. X oscillates between -15 and 35.'
  );
}

function draw() {
```

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 y-coordinate of the place where the camera looks. |
|---|---|---|---|

p5.js

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