move()

Moves the camera along its "local" axes without changing its orientation.

The parameters, `x`, `y`, and `z`, are the distances the camera should move. For example, calling `myCamera.move(10, 20, 30)` moves the camera 10 pixels to the right, 20 pixels down, and 30 pixels backward in its "local" space.

Examples

```
// Click the canvas to begin detecting key presses.

let cam;

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

  // Create the first camera.
  // Keep its default settings.
  cam = createCamera();

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

  // Point it at the origin.
  cam.lookAt(0, 0, 0);

  describe(
    'A white cube drawn against a gray background. The cube
appears to move when the user presses certain keys.'
  );
}

function draw() {
  background(200);

  // Move the camera along its "local" axes
  // when the user presses certain keys.
  if (keyIsPressed === true) {
```

Syntax

```
move(x, y, z)
```

Parameters

x	Number: distance to move along the camera's "local" x-axis.
y	Number: distance to move along the camera's "local" y-axis.
z	Number: distance to move along the camera's "local" z-axis.

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.