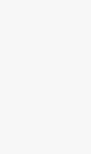
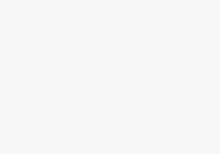


# centerY

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

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

## Examples


[Reference](#)
[Camera](#)

`camera()`  
`centerX`  
`centerY`  
`centerZ`  
`eyeX`  
`eyeY`  
`eyeZ`  
`frustum()`  
`lookAt()`  
`move()`  
`ortho()`  
`pan()`  
`perspective()`  
`roll()`  
`set()`  
`setPosition()`  
`slerp()`  
`tilt()`  
`upX`

```
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);

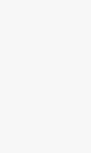
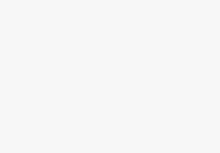
    // Point the camera at (10, 20, -30).
    cam.lookAt(10, 20, -30);

    describe(
        'A white cube on a gray background. The text "centerY: 20" 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 up and down as the camera shifts its focus. The text "centerY: Y" is written in black beneath the cube. Y oscillates between -5 and 45.'
    );
}

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 z-coordinate of the place where the camera looks.

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