setPosition()

Sets the camera's position in "world" space without changing its orientation.

The parameters, `x`, `y`, and `z`, are the coordinates where the camera should be placed. For example, calling `myCamera.setPosition(10, 20, 30)` places the camera at coordinates `(10, 20, 30)` in "world" space.

Examples

```
// Double-click to toggle between cameras.

let cam1;
let cam2;
let isDefaultCamera = true;

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

  // Create the first camera.
  // Keep its default settings.
  cam1 = createCamera();

  // Create the second camera.
  cam2 = createCamera();

  // Place it closer to the origin.
  cam2.setPosition(0, 0, 600);

  // Set the current camera to cam1.
  setCamera(cam1);

  describe(
    'A row of white cubes against a gray background. The
camera toggles the amount of zoom when the user double-clicks.'
  );
}

function draw() {
  background(200);

  // Translate the origin toward the camera.
```

```
// Double-click to toggle between cameras.

let cam1;
let cam2;
let isDefaultCamera = true;

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

  // Create the first camera.
  // Keep its default settings.
  cam1 = createCamera();

  // Create the second camera.
  cam2 = createCamera();

  // Place it closer to the origin.
  cam2.setPosition(0, 0, 600);

  // Set the current camera to cam1.
  setCamera(cam1);

  describe(
    'A row of white cubes against a gray background. The
camera toggles between a static view and a view that zooms in
and out when the user double-clicks.'
  );
}

function draw() {
  background(200);
```

Syntax

```
setPosition(x, y, z)
```

Parameters

x	Number: x-coordinate in "world" space.
y	Number: y-coordinate in "world" space.
z	Number: z-coordinate in "world" space.

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.