createCamera()

Creates a new p5.Camera object to use with the framebuffer.

The new camera is initialized with a default position `(0, 0, 800)` and a default perspective projection. Its properties can be controlled with p5.Camera methods such as `myCamera.lookAt(0, 0, 0)`.

Framebuffer cameras should be created between calls to myBuffer.begin() and myBuffer.end() like so:

```
let myCamera;

myBuffer.begin();

// Create the camera for the framebuffer.
myCamera = myBuffer.createCamera();

myBuffer.end();
```

Calling setCamera() updates the framebuffer's projection using the camera. resetMatrix() must also be called for the view to change properly:

```
myBuffer.begin();

// Set the camera for the framebuffer.
setCamera(myCamera);

// Reset all transformations.
resetMatrix();

// Draw stuff...

myBuffer.end();
```

Examples

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

let myBuffer;
let cam1;
let cam2;
let usingCam1 = true;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  // Create the cameras between begin() and end().
  myBuffer.begin();

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

  // Create the second camera.
  // Place it at the top-left.
  // Point it at the origin.
  cam2 = myBuffer.createCamera();
  cam2.setPosition(400, -400, 800);
  cam2.lookAt(0, 0, 0);

  myBuffer.end();
```

Returns

p5.Camera: new camera.

This page is generated from the comments in src/webgl/p5.Framebuffer.js . Please feel free to edit it and submit a pull request!

Related References

autoSized
Toggles the framebuffer's autosizing mode or returns the current mode.

begin
Begins drawing shapes to the framebuffer.

color
An object that stores the framebuffer's color data.

createCamera
Creates a new p5.Camera object to use with the framebuffer.