

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

Reference

Camera

camera()

centerX

centerY

centerZ

eyeX

eyeY

eyeZ

frustum()

lookAt()

move()

ortho()

pan()

perspective()

roll()

set()

setPosition()

slerp()

tilt()

upX

upY