p5.js

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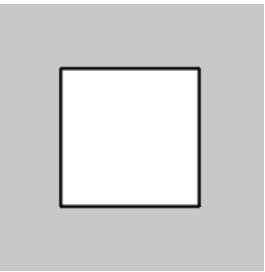
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Reference > setCamera()

setCamera()

Sets the current (active) camera of a 3D sketch.

`setCamera()` allows for switching between multiple cameras created with createCamera().

Note: `setCamera()` can only be used in WebGL mode.

Examples

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

let cam1;
let cam2;
let usingCam1 = true;

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

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

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

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

  describe('A white cube on a gray background. The camera toggles between frontal and aerial views when the user double-clicks.');
}

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

Syntax

```
setCamera(cam)
```

Parameters

cam   p5.Camera: camera that should be made active.

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.

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