

Reference > createCamera()

# createCamera()

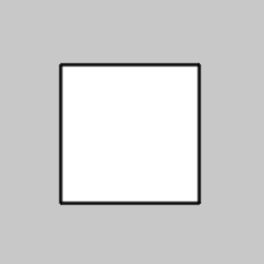
Creates a new **p5.Camera** object and sets it as the current (active) camera.

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)`.

Note: Every 3D sketch starts with a default camera initialized. This camera can be controlled with the functions **camera()**, **perspective()**, **ortho()**, and **frustum()** if it's the only camera in the scene.

Note: `createCamera()` 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);
```

## Returns

p5.Camera: the new camera.

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.

p5.js

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