

eyeX

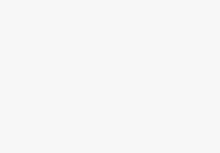
The camera's x-coordinate.

By default, the camera's x-coordinate is set to 0 in "world" space.

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Camera

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Examples



```
let cam;
let font;

// Load a font and create a p5.Font object.
function preload() {
    font = loadFont('/assets/inconsolata.otf');
}

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

    // Create a p5.Camera object.
    cam = createCamera();

    // Place the camera at the top-center.
    cam.setPosition(0, -400, 800);

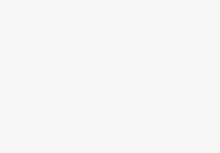
    // Point the camera at the origin.
    cam.lookAt(0, 0, 0);

    describe(
        'A white cube on a gray background. The text "eyeX: 0" is
        written in black beneath it.'
    );
}

function draw() {
    background(200);

    // Style the box.
    fill(255);

    // Draw the box.
    box();
}
```



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// Load a font and create a p5.Font object.
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    createCanvas(100, 100, WEBGL);

    // Create a p5.Camera object.
    cam = createCamera();

    // Place the camera at the top-center.
    cam.setPosition(0, -400, 800);

    // Point the camera at the origin.
    cam.lookAt(0, 0, 0);

    describe(
        'A white cube on a gray background. The cube appears to
        move left and right as the camera moves. The text "eyeX: X" is
        written in black beneath the cube. X oscillates between -25
        and 25.'
    );
}

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

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 z-coordinate of the place where the camera looks.

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