

# eyeZ

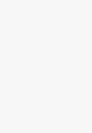
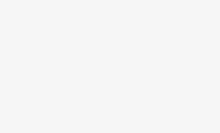
The camera's z-coordinate.

By default, the camera's z-coordinate is set to 800 in "world" space.

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**Camera**

camera()  
centerX  
centerY  
centerZ  
eyeX  
eyeY  
**eyeZ**  
frustum()  
lookAt()  
move()  
ortho()  
pan()  
perspective()  
roll()  
set()  
setPosition()  
slerp()  
tilt()  
upX

## 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);

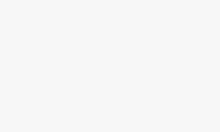
    // Point the camera at the origin.
    cam.lookAt(0, 0, 0);

    describe(
        'A white cube on a gray background. The text "eyeZ: 800" is written in black beneath it.'
    );
}

function draw() {
    background(200);

    // Style the box.
    fill(255);

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



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    // 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 forward and back as the camera moves. The text "eyeZ: z" is written in black beneath the cube. z oscillates between 700 and 900.'
    );
}

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.

p5.js

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