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lookAt()

Points the camera at a location.

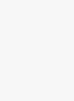
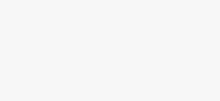
`myCamera.lookAt()` changes the camera's orientation without changing its position.

The parameters, `x`, `y`, and `z`, are the coordinates in "world" space where the camera should point. For example, calling `myCamera.lookAt(10, 20, 30)` points the camera at the coordinates `(10, 20, 30)`.

Examples



// Double-click to look at a different cube.



```
let cam;
let isLookingLeft = true;

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(-30, 0, 0);

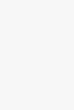
  describe(
    'A red cube and a blue cube on a gray background. The
    camera switches focus between the cubes when the user double-
    clicks.'
  );
}

function draw() {
  background(200);

  // Draw the box on the left.
  push();
  // Translate the origin to the left.
  translate(-30, 0, 0);
```

Syntax

`lookAt(x, y, z)`



Parameters

<code>x</code>	Number: x-coordinate of the position where the camera should look in "world" space.
<code>y</code>	Number: y-coordinate of the position where the camera should look in "world" space.
<code>z</code>	Number: z-coordinate of the position where the camera should look in "world" space.

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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