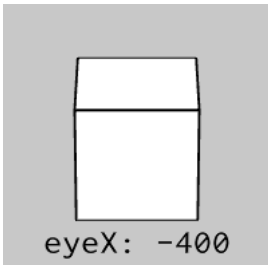


eyeY

The camera's y-coordinate.

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

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 "eyeY: -400" is written in black beneath it.'
  );
}

function draw() {
  background(200);

  // Style the box.
  fill(255);

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



```
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 cube appears to move up and down as the camera moves. The text "eyeY: Y" is written in black beneath the cube. Y oscillates between -374 and -425.'
  );
}

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 y-coordinate of the place where the camera looks.
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