

# createCamera()

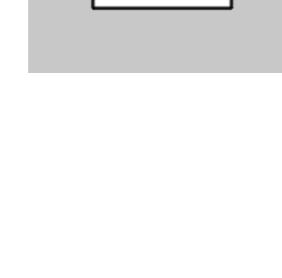
Creates a new `p5.Camera` object and sets it as the current (active) camera.

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)`.

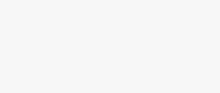
Note: Every 3D sketch starts with a default camera initialized. This camera can be controlled with the functions `camera()`, `perspective()`, `ortho()`, and `frustum()` if it's the only camera in the scene.

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 z-coordinate of the place where the camera looks.

p5.js

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