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 y-coordinate of the place where the camera looks.

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