

setPosition()

Sets the camera's position in "world" space without changing its orientation.

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

Examples



```
// Double-click to toggle between cameras.

let cam1;
let cam2;
let isDefaultCamera = true;

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create the first camera.
  // Keep its default settings.
  cam1 = createCamera();

  // Create the second camera.
  cam2 = createCamera();

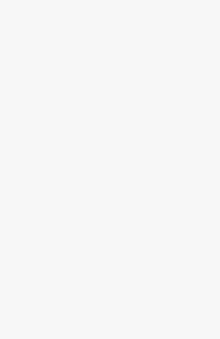
  // Place it closer to the origin.
  cam2.setPosition(0, 0, 600);

  // Set the current camera to cam1.
  setCamera(cam1);

  describe(
    'A row of white cubes against a gray background. The
    camera toggles the amount of zoom when the user double-clicks.'
  );
}

function draw() {
  background(200);

  // Translate the origin toward the camera.
}
```



```
// Double-click to toggle between cameras.

let cam1;
let cam2;
let isDefaultCamera = true;

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create the first camera.
  // Keep its default settings.
  cam1 = createCamera();

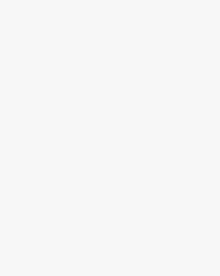
  // Create the second camera.
  cam2 = createCamera();

  // Place it closer to the origin.
  cam2.setPosition(0, 0, 600);

  // Set the current camera to cam1.
  setCamera(cam1);

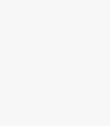
  describe(
    'A row of white cubes against a gray background. The
    camera toggles between a static view and a view that zooms in
    and out when the user double-clicks.'
  );
}

function draw() {
  background(200);
```



Syntax

```
setPosition(x, y, z)
```



Parameters

<code>x</code>	Number: x-coordinate in "world" space.
<code>y</code>	Number: y-coordinate in "world" space.
<code>z</code>	Number: z-coordinate 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.