

Reference

Camera

camera()

centerX

centerY

centerZ

eyeX

eyeY

eyeZ

frustum()

lookAt()

move()

ortho()

pan()

perspective()

roll()

set()

setPosition()

slerp()

tilt()

upX

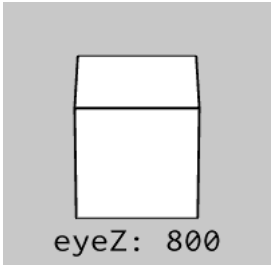
upY

eyeZ

The camera's z-coordinate.

By default, the camera's z-coordinate is set to 800 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);

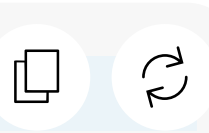
  // Point the camera at the origin.
  cam.lookAt(0, 0, 0);

  describe(
    'A white cube on a gray background. The text "eyeZ: 800"
    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.
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  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 forward and back as the camera moves. The text "eyeZ: Z"
    is written in black beneath the cube. Z oscillates between 700
    and 900.'
  );
}

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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