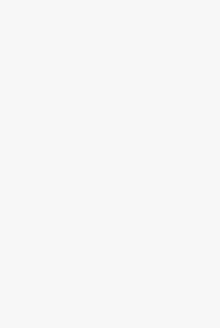


centerX

The x-coordinate of the place where the camera looks.

By default, the camera looks at the origin (0, 0, 0) in "world" space, so `myCamera.centerX` is 0.

Examples



Reference

Camera

`camera()`
`centerX`
`centerY`
`centerZ`
`eyeX`
`eyeY`
`eyeZ`
`frustum()`
`lookAt()`
`move()`
`ortho()`
`pan()`
`perspective()`
`roll()`
`set()`
`setPosition()`
`slerp()`
`tilt()`
`upX`

```
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);

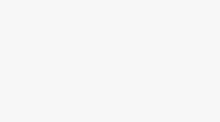
    // Point the camera at (10, 20, -30).
    cam.lookAt(10, 20, -30);

    describe(
        'A white cube on a gray background. The text "centerX: 10" is written in black beneath it.'
    );
}

function draw() {
    background(200);

    // Style the box.
    fill(255);

    // Draw the 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-right.
    cam.setPosition(100, -400, 800);

    // Point the camera at (10, 20, -30).
    cam.lookAt(10, 20, -30);

    describe(
        'A white cube on a gray background. The cube appears to move left and right as the camera shifts its focus. The text "centerX: X" is written in black beneath the cube. X oscillates between -15 and 35.'
    );
}

function draw() {
```

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

Resources

[Reference](#)
[Tutorials](#)
[Examples](#)
[Contribute](#)
[Community](#)
[About](#)
[Start Coding](#)
[Donate](#)

Information

[Download](#)
[Contact](#)
[Copyright](#)
[Privacy Policy](#)
[Terms of Use](#)

Socials

[GitHub](#) ↗
[Instagram](#) ↗
[X](#) ↗
[YouTube](#) ↗
[Discord](#) ↗
[Forum](#) ↗

