

# tilt()

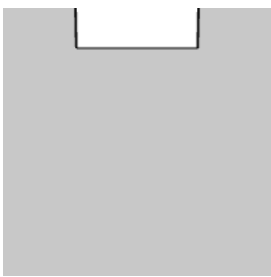
Rotates the camera up and down.

Tilting rotates the camera without changing its position. The rotation happens in the camera’s "local" space.

The parameter, `angle`, is the angle the camera should rotate. Passing a positive angle, as in `myCamera.tilt(0.001)`, rotates the camera down. Passing a negative angle, as in `myCamera.tilt(-0.001)`, rotates the camera up.

Note: Angles are interpreted based on the current `angleMode()`.

## Examples



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```
let cam;
let delta = 0.001;

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 cube goes in and out of view as the camera tilts up and down.'
  );
}

function draw() {
  background(200);

  // Pan with the camera.
  cam.tilt(delta);

  // Switch directions every 120 frames.
  if (frameCount % 120 === 0) {
    delta *= -1;
  }
}
```

## Syntax

tilt(angle)

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## Parameters

`angle`      Number: amount to rotate in the current `angleMode()`.

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

<b>camera</b> Sets the position and orientation of the camera.	<b>centerX</b> The x-coordinate of the place where the camera looks.	<b>centerY</b> The y-coordinate of the place where the camera looks.	<b>centerZ</b> The z-coordinate of the place where the camera looks.
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