

Reference

Camera

camera()

centerX

centerY

centerZ

eyeX

eyeY

eyeZ

frustum()

lookAt()

move()

ortho()

pan()

perspective()

roll()

set()

setPosition()

slerp()

tilt()

upX

upY

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. |
|---|---|---|---|

p5.js

Resources

Information

Socials

- Reference
- Tutorials
- Examples
- Contribute
- Community
- About
- Start Coding
- Donate

- Download
- Contact
- Copyright
- Privacy Policy
- Terms of Use

- GitHub ↗
- Instagram ↗
- X ↗
- YouTube ↗
- Discord ↗
- Forum ↗

