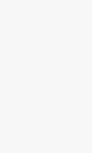
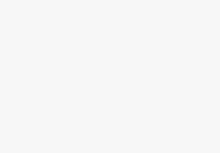


centerZ

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

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

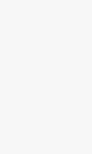
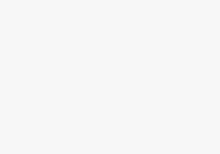
    // Point the camera at (10, 20, -30).
    cam.lookAt(10, 20, -30);

    describe(
        'A white cube on a gray background. The text "centerZ: -30" 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 forward and back as the camera shifts its focus. The text "centerZ: z" is written in black beneath the cube. z oscillates between -55 and -25.'
    );
}

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 y-coordinate of the place where the camera looks.

