**Getting Started - Chapter 8 - Ways to See The World**

**@@启程-第八章-观察世界的方式@@**

**Different Points of View**

**@@不同的视点@@**

So far we have only viewed the village from a distant point like a spy in the sky. Our final steps are to get a bit closer in. We attach a camera behind our character to get an over the shoulder view of the village, having a look around as he walks. We can also change cameras and follow him like a target of a spy drone. The very last thing is to show you that Babylom.js can use modern 3D viewers to give a complete 3D view of our world.

@@到目前为止我们只是从远处像间谍卫星一样观察村庄。在教程的最后一步我们将走近一些。我们将把一个相机绑定在角色的后面，以获得一个观察村庄的越肩视角，这样在角色走动时我们就能看到村庄各处的情况。我们还可以调整相机，让它像一架无人侦察机一样俯视跟随角色。将在最后向你展示的是Babylon.js如何使用现代3D观察器，来产生世界的完全3D视角（VR）。@@