

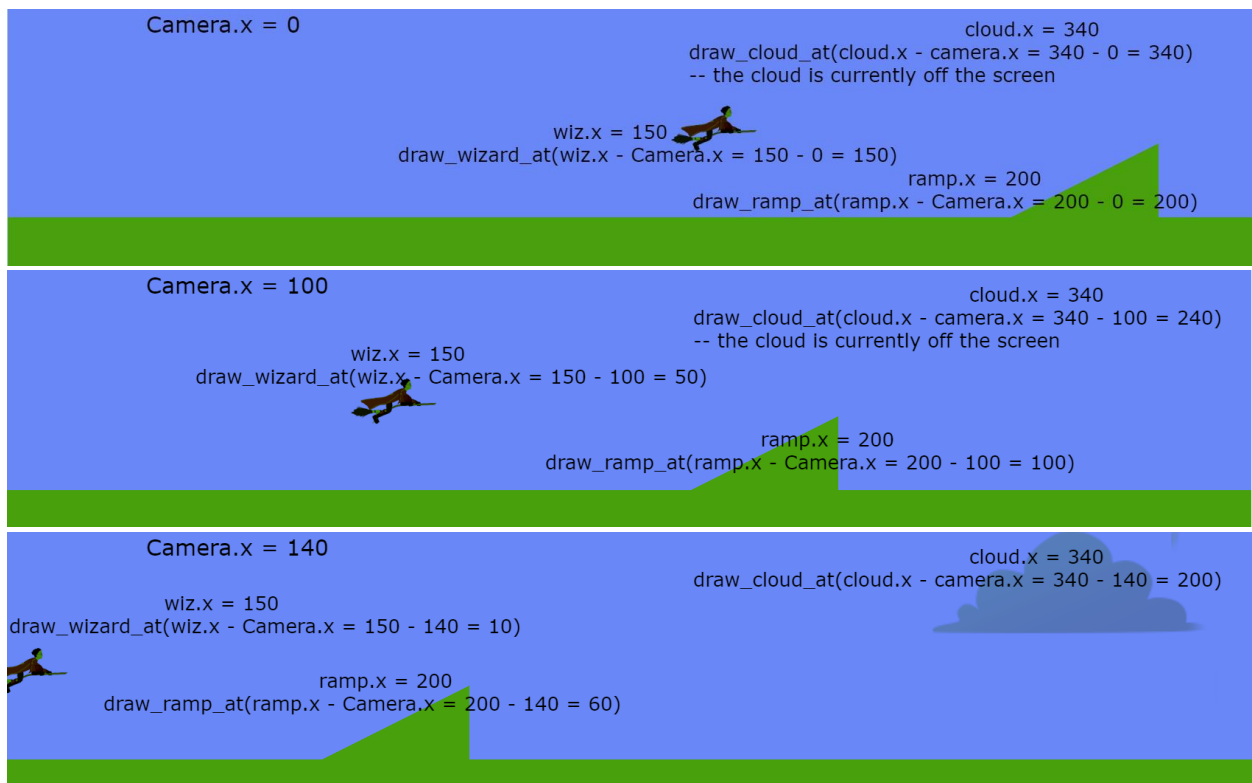
Love.physics: We perform camera movement in love2d by creating a camera object that has 2 attributes, an x and a y coordinate

```
Camera = {  
    x = 0,  
    y = 0  
}
```

We can set these values to change when we press an arrow key

```
if love.keyboard.isDown("right") then --RIGHT ARROW BUTTON IS DOWN then  
    Camera.x = Camera.x + 5  
end
```

We then subtract these x and y coordinates from each of the objects within the game to look like things are moving.



Here we change the position that we draw each of the objects at, the screen does not actually move, all the objects on the screen are just continually redrawn at a position that is further to the left.

Or we can set them to be locked on to a particular object

*Camera.x = wizard.body.getX() - love.graphics.getWidth()/2 --The subtraction is done so that the camera is centered on the wizard, instead of the wizard being at the side of the screen*

