

Ai Modules

# Camera (GL)

<b>section</b>	GL
<b>short description</b>	renders the input from the point of view which is set by the camera input
<b>licence level</b>	Bondi
<b>ports</b>	Input [gl/render]
	Output [gl/render]
	Eye Pos [control]
	Look At [control]
	Side [control]
	Cam [multipurpose] - connect to a camera controller
<b>parameter</b>	Near [input/numeric]
	Far [input/numeric]
	ZTest [togglebutton]
<b>skins</b>	[Default], EyeTarget

## used in example

- Javascript Multiline Text

## Manual

Renders the input GL render from the point of view of the input camera



From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

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<https://avosupport.de/wiki/ai/modules/gl/camera>

Last update: **2018/10/28 14:27**

