

# Camera

**type() === 2 | CAMERA | SPLINEFAMILY | BIGENDIAN | SEEKEND | SCALE | POLYMODE | BOOLPARAMETER | SPLINEINTERPOL | FLATINTERPOL | SECONDARYSELECTION | MODIFIEDPARAMETER | ROT\_YZX**

## parameters

- `scriptName` *String* =
- `locked` *Bool* = 0
- `position` *Vec3D* = { x: 2.5, y: 2.33999999141693115, z: 4.340000152587891 }
- `rotation` *Vec3D* = { x: 30, y: -25, z: 0 }
- `shear` *Vec3D* = { x: 0, y: 0, z: 0 }
- `scale` *Vec3D* = { x: 1, y: 1, z: 1 }
- `pivot` *Vec3D* = { x: 0, y: 0, z: 0 }
- `prefrot` *Vec3D* = { x: 0, y: 0, z: 0 }
- `postrot` *Vec3D* = { x: 0, y: 0, z: 0 }
- `prerot` *Vec3D* = { x: 0, y: 0, z: 0 }
- `rotorder` *Int* = 6
- `name` *String* = Camera
- `activeCamera` *Bool* = 1
- `distance` *Float* = 5.528200149536133
- `projection` *Int* = 0
- `fieldOfView` *Float* = 40
- `zoom` *Float* = 1
- `clipNear` *Float* = 0.05000000074505806
- `clipFar` *Float* = 1000
- `cameraPivot` *Vec3D* = { x: 0, y: 0, z: 0 }
- `apertureSize` *Float* = 0.03500000014901161
- `apertureBlades` *Int* = 0
- `apertureRotation` *Float* = 0
- `focalDistance` *Float* = 5
- `shutterTime` *Float* = 0.5
- `displayFocalDistance` *Bool* = 0
- `focusOnObject` *Link* = undefined
- `antialiasingMode` *Int* = 1

- antialiasingMinSamples *Int* = 0
- antialiasingMaxSamples *Int* = 2
- antialiasingTolerance *Float* = 0.05000000074505806
- shadowsOnOff *Bool* = 1
- cameraLightOnOff *Int* = 2
- resolutionX *Int* = 640
- resolutionY *Int* = 480
- backgroundColor *Vec4D* = { x: 0, y: 0, z: 0, w: 1 }
- backgroundImage *Texture* = none

## properties

- setCreatorObj *function*
- addParameterFloat *function*
- parameterCount *function*
- selection *function*
- id *function*
- addTagOfType *function*
- modifiedHint2Root *function*
- addParameterSelector *function*
- tagCount *function*
- materialTags *function*
- modCore *function*
- addParameterButton *function*
- addParameterString *function*
- isCeatorObj *function*
- addParameterVec3D *function*
- removeTag *function*
- scriptPath *function*
- addChildAtIndex *function*
- addParameterVec2D *function*
- objMatrix *function*
- removeChild *function*
- addParameterSeparator *function*
- addParameterInt *function*
- addParameterLink *function*
- document *function*
- parameterInfo *function*
- core *function*

- parameterAtIndex *function*
- family *function*
- updateModifiedHint *function*
- addParameterBool *function*
- tagOfType *function*
- setParameter *function*
- addParameterColor *function*
- parameterWithName *function*
- childAtIndex *function*
- tagAtIndex *function*
- modifiedHint *function*
- recordGeometryForUndo *function*
- childCount *function*
- update *function*
- script *function*
- recordParametersForUndo *function*
- type *function*
- getParameter *function*
- obj2WorldMatrix *function*
- owner *function*

## Tags

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