
Subject: camera object?

Posted by [Rick Towler](#) on Thu, 05 Oct 2000 07:00:00 GMT

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Hi folks.

Has anybody written a camera object that allows you to easily manipulate your view of a 3d scene? Something where I can set a location in my view volume and a camera direction and pow! I am viewing my scene from that perspective?

If not, any suggestions as to where to start? I admit that I am just starting to think about this so simple solution may be eluding me!

Thanks.

-Rick Towler
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