

# Move Camera

The **Move Camera** code block allows to animate the camera in six different ways, **Move Foward**, **Move Backwards**, **Move Left**, **Move Right**, **Move Up**, **Move Down**.



## MORE INFORMATION

---

- [Camera Controller](#)
- [Material](#)
- [Set Camera](#)

From:  
<https://wiki.gamemaker3d.com/> - **Cyberix3D Wiki**

Permanent link:  
<https://wiki.gamemaker3d.com/editor:blocks:world:move-camera>

Last update: **2025/07/26 00:42**

