

# Set Camera

The **Set Camera** code block allows the user to edit the camera in twelve ways.

set camera allows the user to change the following parameters of their position:

- 1.**X**
- 2.**Y**
- 3.**Z**
- 4.**Rotation X**
- 5.**Rotation Y**
- 6.**Rotation Z**
- 7.**Pan Angle**
- 8.**Tilt Angle**
- 9.**Max Distance**
- 10.**Auto Distance**
- 11.**Min Distance**
- 12.**FOV**

Allows user to change the  
Camera's Field Of View



## *MORE INFORMATION*

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

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