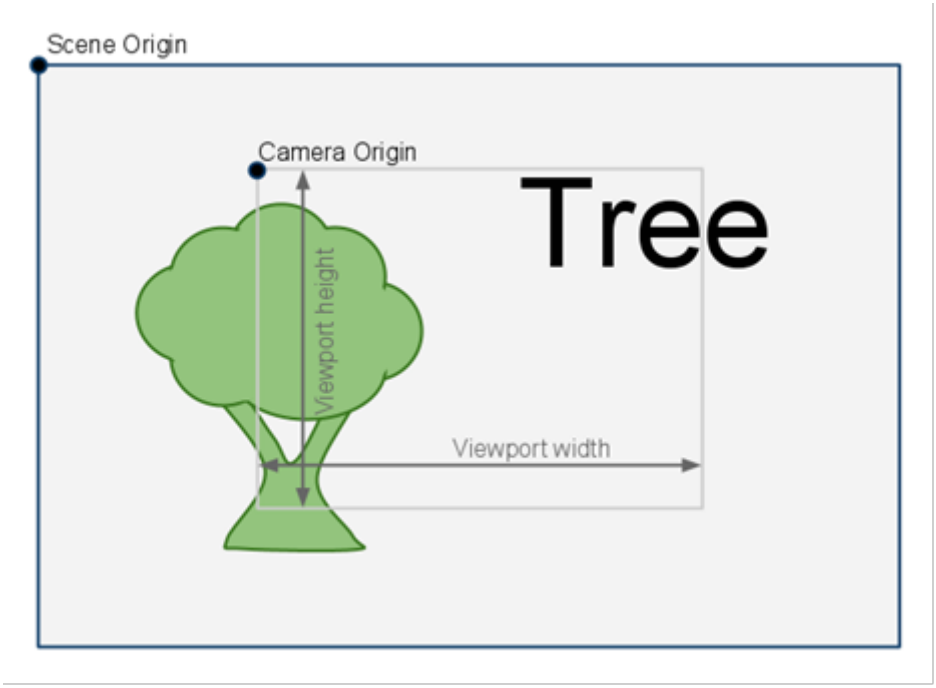
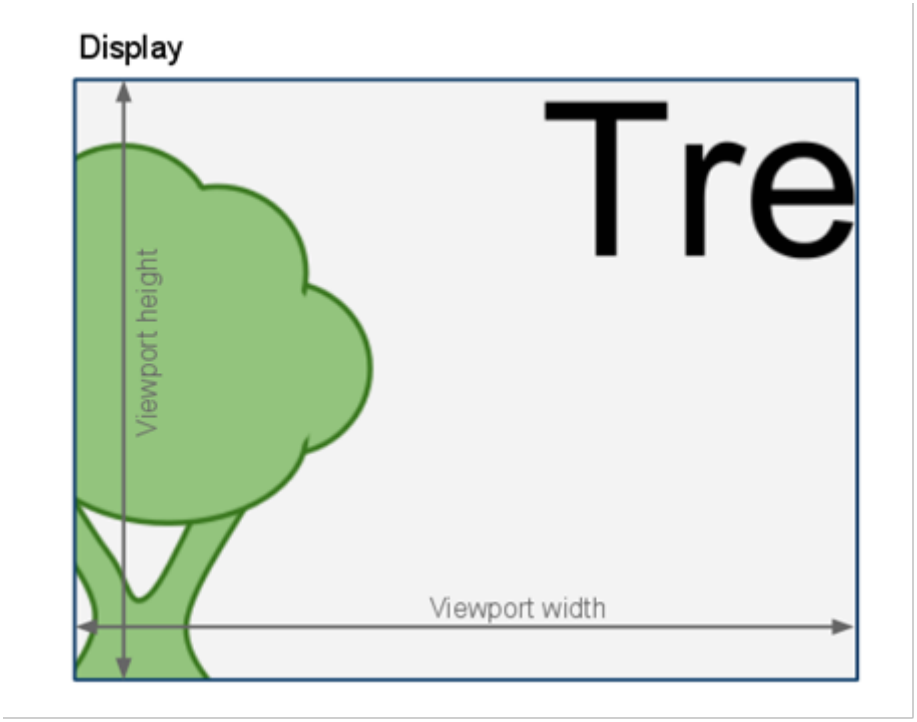
Camera / Viewport

The following example shows the interaction between scene and camera. The objects are placed relatively to the scene origin (which is the root node). The camera defines the view to that scene by defining also a position relative to the scene.



The view port dimensions (width and height) relate to the area on the render target the camera is painting on.



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