

# Orientation

Get transform and orientation from camera:

```
string camera = "/obj/alembicarchive1/Camera2/CameraShape2"; // path to your camera
@P = ptransform(camera, "space:current", {0,0,0});
@N = ntransform(camera, "space:current", {0,0,-1});
```

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Revision #1

Created 21 February 2024 16:34:48 by Anthony

Updated 21 February 2024 16:48:30 by Anthony