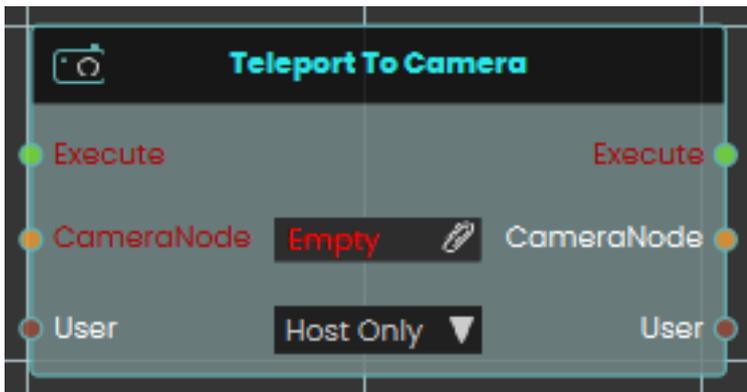


User \ Transform

Teleport To Camera



The **Teleport To Camera** node enables the user to teleport to a new location by assigning a camera in the **CameraNode** field. Once the teleportation is executed, the user is moved to the position and orientation defined by the specified camera.

Example



In this example, a **Teleport To Camera** response is used to move the user to a new location once the object named Activate is triggered. When triggered, the sound named Teleport_Sound will play, and the user will be teleported to the location of the camera assigned in the Teleport To Camera node.



Tutorial is available on SimLab VR Discord server

Revision #8

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