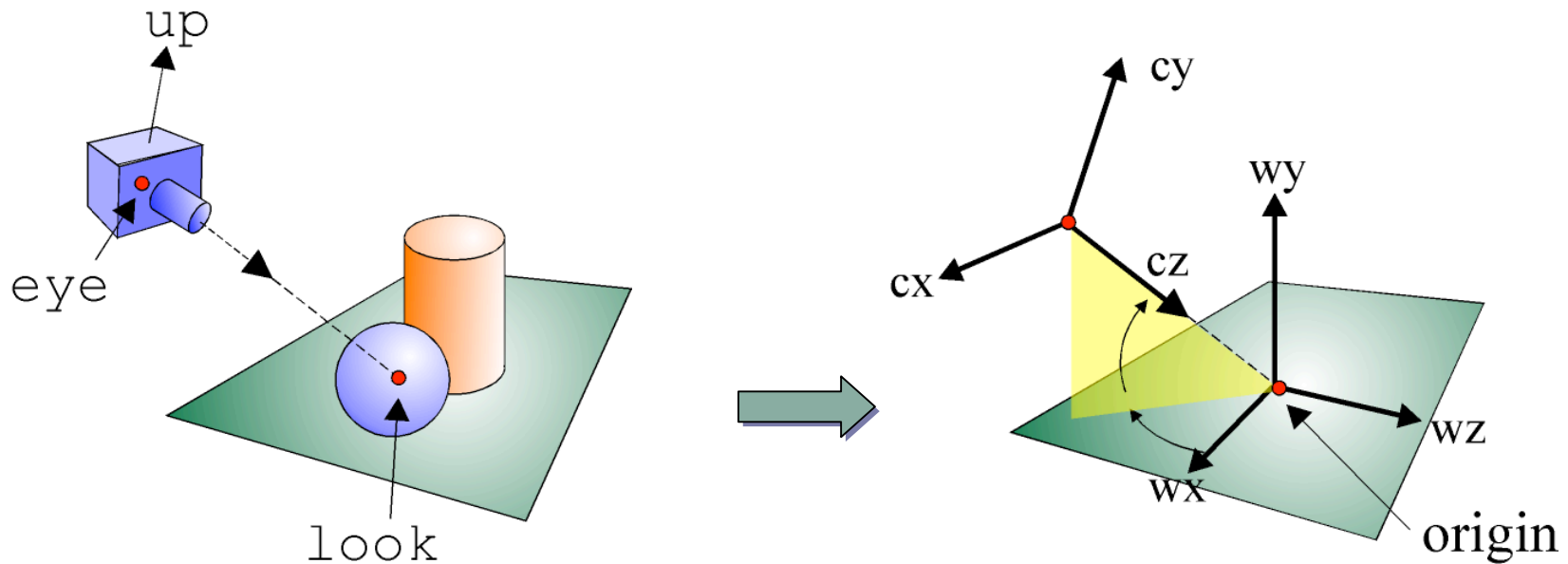# Positioning the Camera

`gluLookAt`**(eyex, eyey, eyez, lookx, looky, lookz, upx, upy, upz);**

equivalent to:

```
glTranslatef(-eyex, -eyey, -eyez);
glRotatef(theta, 1.0, 0.0, 0.0);
glRotatef(phi, 0.0, 1.0, 0.0);
```