

View model along x axis

JavaScript code:

```
scene.lightScheme = scene.LIGHT_MODE_DAY;
var bbox = scene.computeBoundingBox();
var zext = bbox.max.z - bbox.min.z;
var yext = bbox.max.y - bbox.min.y;
var maxext = Math.max(zext, yext);
var distance = bbox.center.x - bbox.min.x + 3 * maxext;
var cameraOffset = new Vector3(distance, 0, 0);
var cameraPos = new Vector3(bbox.center);
cameraPos.addInPlace(cameraOffset);
var activeCamera = scene.cameras.getByIndex(0);
activeCamera.up.set(bbox.center.x, bbox.center.y, bbox.center.z
+ distance);
activeCamera.position.set(cameraPos);
activeCamera.targetPosition.set(bbox.center);
scene.update();
```

View model along y axis

JavaScript code:

```
scene.lightScheme = scene.LIGHT_MODE_DAY;
var bbox = scene.computeBoundingBox();
var zext = bbox.max.z - bbox.min.z;
var xext = bbox.max.x - bbox.min.x;
var maxext = Math.max(zext, xext);
var distance = bbox.center.y - bbox.min.y + 3 * maxext;
var cameraOffset = new Vector3(0, distance, 0);
var cameraPos = new Vector3(bbox.center);
cameraPos.addInPlace(cameraOffset);
var activeCamera = scene.cameras.getByIndex(0);
activeCamera.up.set(bbox.center.x, bbox.center.y, bbox.center.z
+ distance);
activeCamera.position.set(cameraPos);
activeCamera.targetPosition.set(bbox.center);
scene.update();
```

View model along z axis

JavaScript code:

```
scene.lightScheme = scene.LIGHT_MODE_DAY;
var bbox = scene.computeBoundingBox();
var xext = bbox.max.x - bbox.min.x;
var yext = bbox.max.y - bbox.min.y;
var maxext = Math.max(xext, yext);
var distance = bbox.center.z - bbox.min.z + 3 * maxext;
var cameraOffset = new Vector3(0, 0, distance);
var cameraPos = new Vector3(bbox.center);
cameraPos.addInPlace(cameraOffset);
var activeCamera = scene.cameras.getByIndex(0);
activeCamera.up.set(bbox.center.x, bbox.center.y + distance,
bbox.center.z);
activeCamera.position.set(cameraPos);
activeCamera.targetPosition.set(bbox.center);
scene.update();
```