#### ST\_PresetCameraType (Preset Camera Type)

These enumeration values represent different algorithmic methods for setting all camera properties, including position. The following example images below are all based [off](off.docx) the following shape:



In this image, we can see the shape has a camera pointing directly at the front face.

This simple type's contents are a restriction of the XML Schema token datatype.

The following are possible enumeration values for this type:

|  |  |
| --- | --- |
| Enumeration Value | Description |
| isometricBottomDown (Isometric Bottom Down) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricBottomUp (Isometric Bottom Up) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricLeftDown (Isometric Left Down) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricLeftUp (Isometric Left Up) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis1Left (Isometric Off Axis 1 Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis1Right (Isometric Off Axis 1 Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis1Top (Isometric Off Axis 1 Top) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis2Left (Isometric Off Axis 2 Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis2Right (Isometric Off Axis 2 Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis2Top (Isometric Off Axis 2 Top) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis3Bottom (Isometric Off Axis 3 Bottom) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis3Left (Isometric Off Axis 3 Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis3Right (Isometric Off Axis 3 Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis4Bottom (Isometric Off Axis 4 Bottom) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis4Left (Isometric Off Axis 4 Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricOffAxis4Right (Isometric Off Axis 4 Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricRightDown (Isometric Right Down) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricRightUp (Isometric Right Up) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricTopDown (Isometric Top Down) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| isometricTopUp (Isometric Top Up) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueBottom (Legacy Oblique Bottom) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueBottomLeft (Legacy Oblique Bottom Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueBottomRight (Legacy Oblique Bottom Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueFront (Legacy Oblique Front) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueLeft (Legacy Oblique Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueRight (Legacy Oblique Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueTop (Legacy Oblique Top) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueTopLeft (Legacy Oblique Top Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyObliqueTopRight (Legacy Oblique Top Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveBottom (Legacy Perspective Bottom) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveBottomLeft (Legacy Perspective Bottom Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveBottomRight (Legacy Perspective Bottom Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveFront (Legacy Perspective Front) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveLeft (Legacy Perspective Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveRight (Legacy Perspective Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveTop (Legacy Perspective Top) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveTopLeft (Legacy Perspective Top Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| legacyPerspectiveTopRight (Legacy Perspective Top Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueBottom (Oblique Bottom) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueBottomLeft (Oblique Bottom Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueBottomRight (Oblique Bottom Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueLeft (Oblique Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueRight (Oblique Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueTop (Oblique Top) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueTopLeft (Oblique Top Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| obliqueTopRight (Oblique Top Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| orthographicFront (Orthographic Front) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveAbove (Orthographic Above) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveAboveLeftFacing (Perspective Above Left Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveAboveRightFacing (Perspective Above Right Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveBelow (Perspective Below) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveContrastingLeftFacing (Perspective Contrasting Left Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveContrastingRightFacing (Perspective Contrasting Right Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveFront (Perspective Front) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveHeroicExtremeLeftFacing (Perspective Heroic Extreme Left Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveHeroicExtremeRightFacing (Perspective Heroic Extreme Right Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveHeroicLeftFacing (Perspective Heroic Left Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveHeroicRightFacing (Perspective Heroic Right Facing) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveLeft (Perspective Left) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveRelaxed (Perspective Relaxed) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveRelaxedModerately (Perspective Relaxed Moderately) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |
| perspectiveRight (Perspective Right) | [Example: Consider the following example of the camera preset type: [end](end.docx) example] |

|  |
| --- |
| Referenced By |
| camera@prst (§) |

The following XML Schema fragment defines the contents of this simple type:

<simpleType [name](name.docx)="ST\_PresetCameraType">

 <restriction base="xsd:token">

 <enumeration value="legacyObliqueTopLeft"/>

 <enumeration value="legacyObliqueTop"/>

 <enumeration value="legacyObliqueTopRight"/>

 <enumeration value="legacyObliqueLeft"/>

 <enumeration value="legacyObliqueFront"/>

 <enumeration value="legacyObliqueRight"/>

 <enumeration value="legacyObliqueBottomLeft"/>

 <enumeration value="legacyObliqueBottom"/>

 <enumeration value="legacyObliqueBottomRight"/>

 <enumeration value="legacyPerspectiveTopLeft"/>

 <enumeration value="legacyPerspectiveTop"/>

 <enumeration value="legacyPerspectiveTopRight"/>

 <enumeration value="legacyPerspectiveLeft"/>

 <enumeration value="legacyPerspectiveFront"/>

 <enumeration value="legacyPerspectiveRight"/>

 <enumeration value="legacyPerspectiveBottomLeft"/>

 <enumeration value="legacyPerspectiveBottom"/>

 <enumeration value="legacyPerspectiveBottomRight"/>

 <enumeration value="orthographicFront"/>

 <enumeration value="isometricTopUp"/>

 <enumeration value="isometricTopDown"/>

 <enumeration value="isometricBottomUp"/>

 <enumeration value="isometricBottomDown"/>

 <enumeration value="isometricLeftUp"/>

 <enumeration value="isometricLeftDown"/>

 <enumeration value="isometricRightUp"/>

 <enumeration value="isometricRightDown"/>

 <enumeration value="isometricOffAxis1Left"/>

 <enumeration value="isometricOffAxis1Right"/>

 <enumeration value="isometricOffAxis1Top"/>

 <enumeration value="isometricOffAxis2Left"/>

 <enumeration value="isometricOffAxis2Right"/>

 <enumeration value="isometricOffAxis2Top"/>

 <enumeration value="isometricOffAxis3Left"/>

 <enumeration value="isometricOffAxis3Right"/>

 <enumeration value="isometricOffAxis3Bottom"/>

 <enumeration value="isometricOffAxis4Left"/>

 <enumeration value="isometricOffAxis4Right"/>

 <enumeration value="isometricOffAxis4Bottom"/>

 <enumeration value="obliqueTopLeft"/>

 <enumeration value="obliqueTop"/>

 <enumeration value="obliqueTopRight"/>

 <enumeration value="obliqueLeft"/>

 <enumeration value="obliqueRight"/>

 <enumeration value="obliqueBottomLeft"/>

 <enumeration value="obliqueBottom"/>

 <enumeration value="obliqueBottomRight"/>

 <enumeration value="perspectiveFront"/>

 <enumeration value="perspectiveLeft"/>

 <enumeration value="perspectiveRight"/>

 <enumeration value="perspectiveAbove"/>

 <enumeration value="perspectiveBelow"/>

 <enumeration value="perspectiveAboveLeftFacing"/>

 <enumeration value="perspectiveAboveRightFacing"/>

 <enumeration value="perspectiveContrastingLeftFacing"/>

 <enumeration value="perspectiveContrastingRightFacing"/>

 <enumeration value="perspectiveHeroicLeftFacing"/>

 <enumeration value="perspectiveHeroicRightFacing"/>

 <enumeration value="perspectiveHeroicExtremeLeftFacing"/>

 <enumeration value="perspectiveHeroicExtremeRightFacing"/>

 <enumeration value="perspectiveRelaxed"/>

 <enumeration value="perspectiveRelaxedModerately"/>

 </restriction>

</simpleType>