In the example scene provided, youll notice a “player” with a Main Camera and a “nose”. The nose is for visual representation of its forward direction and can safely be deleted.

The “Player” can be replaced with any 3D model youd like and modified in any way youd like, however, it MUST have the following components:

**Movement** with the “cam” set to the camera attached to the player.

**Rigidbody** with all the constraints turned on.

**Character Controller**, nothing special needs to be done to it.

If the character happens to ignore collision, add a **capsule collider** to it to resolve this, even though the Character Controller system is designed to recognize its own collision and therefore have a built-in “collider”, which doesn’t always work…

Make sure that the **Camera you linked in the Movement script** is a **child** of your player.

Make sure the camera has a **MouseLook** on it. Optionally, you can link the player in the **character** slot, and set **rotate character**, so the player model itself rotates with the cameras X-movement.

You can optionally add a **HeadBob** to the camera as well for added effect while moving.

Any issues while setting up, or future requests, feel free to contact me.

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