## **IPlayerKinematicsActions** MonoBehaviour + OnCrouch() OnJump() OnLook() OnMove() + OnSprint() + PlayerControllerBase + AnimatorParameters + CameraTarget + CharController + DefaultPan + DefaultRoll + DefaultTilt + LookSensitivity + MotionTarget + MoveSensitivity + PlayerIndex + Velocity # m\_Forward # m Pan # m\_Roll # m\_Sideways # m Tilt # m\_Vertical + OnCrouch() + OnJump() + OnLook() + OnMove() + OnSprint() # Move() # OnDisable() # OnEnable()

# Rotate()

## IAnimatorParametersProvider

+ AnimatorParameters