JoystickMobileControls & ThirdPersonCharacter

Mobile UI controller in the third person.

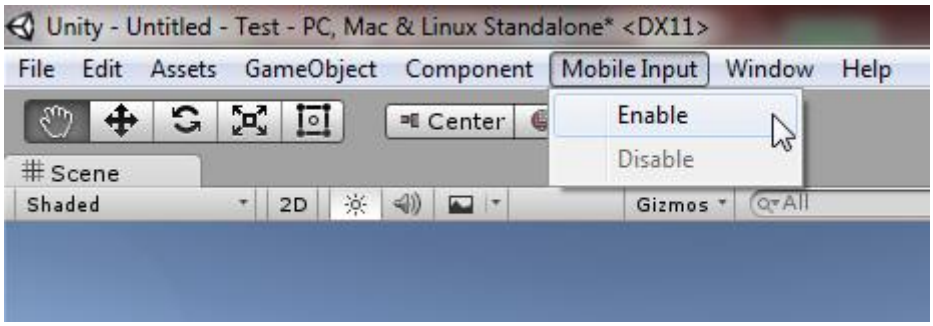
- Mobile support
- Multitouch support
- Full control of the camera
- Circular Joystick
- Rigging, skinning and animation character
- All the code in C#

Open the project and run the demo scene.

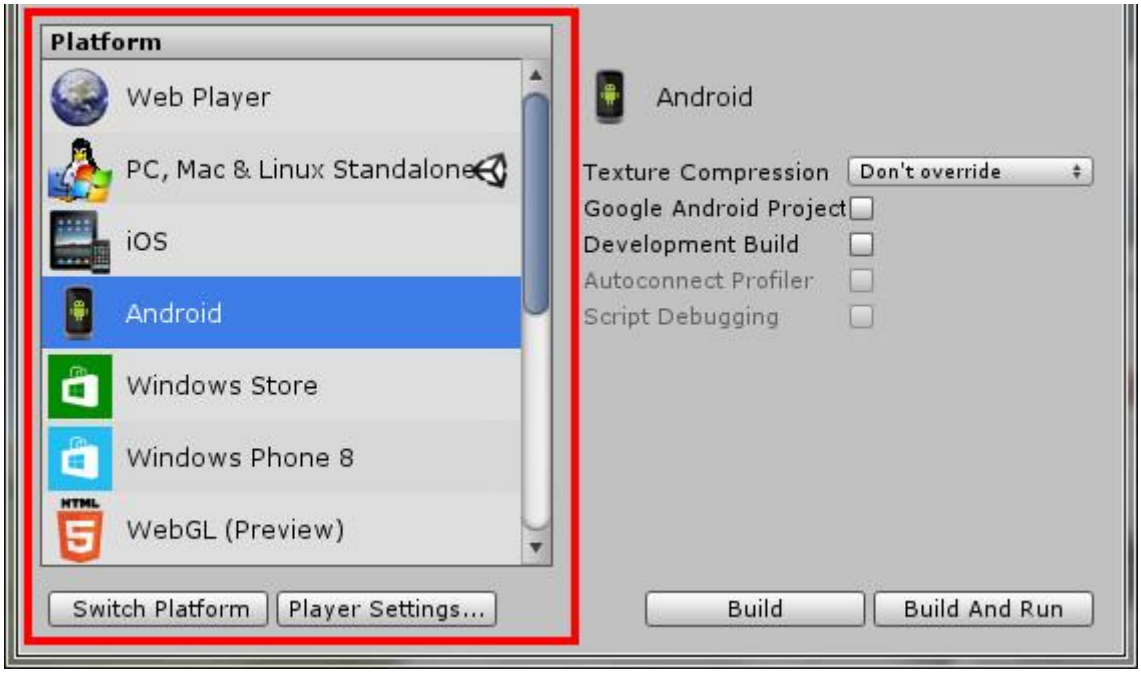
If you build your scene just put Prefab character on stage.

Helpful hints:

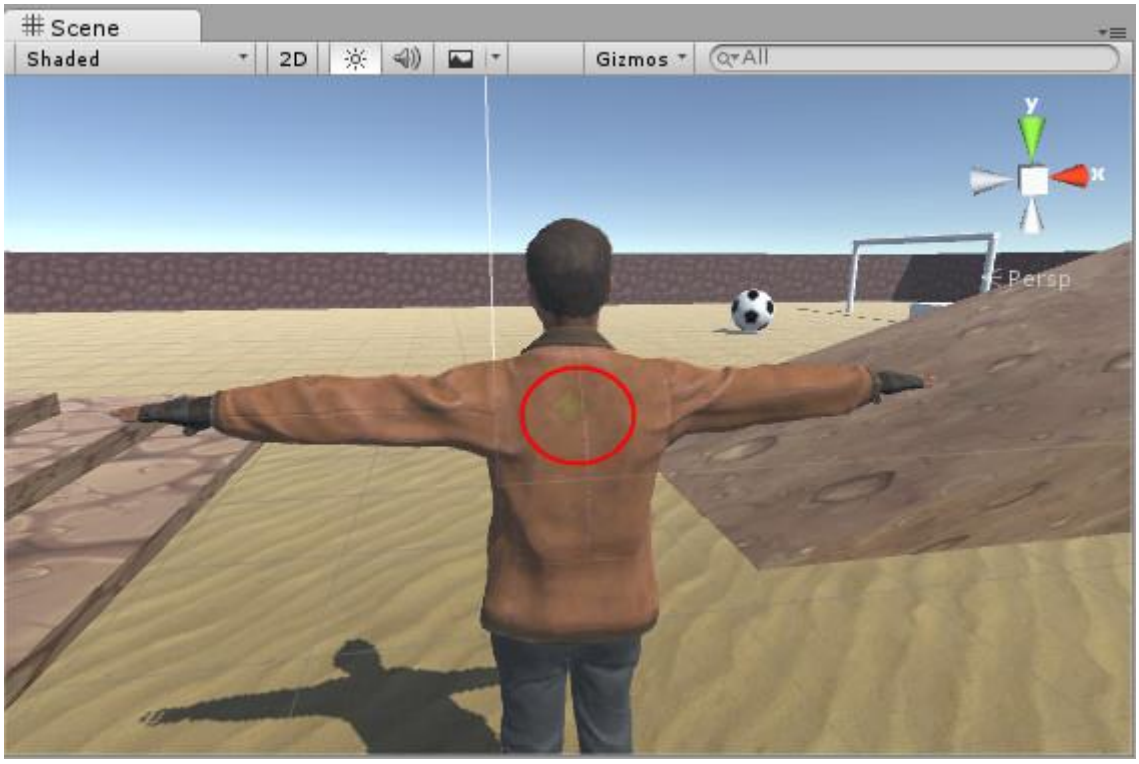
If the joystick and buttons are displayed include Mobile Input.



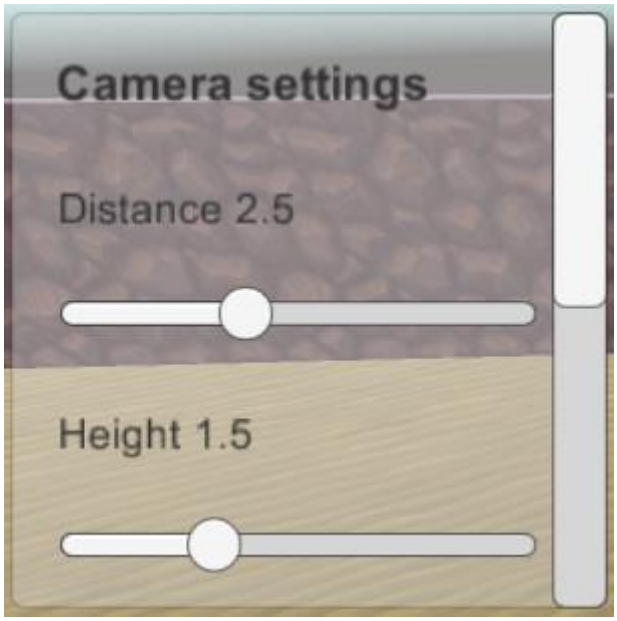
Do not forget to switch between platforms depending on the assembly.



Setting the character and the camera:



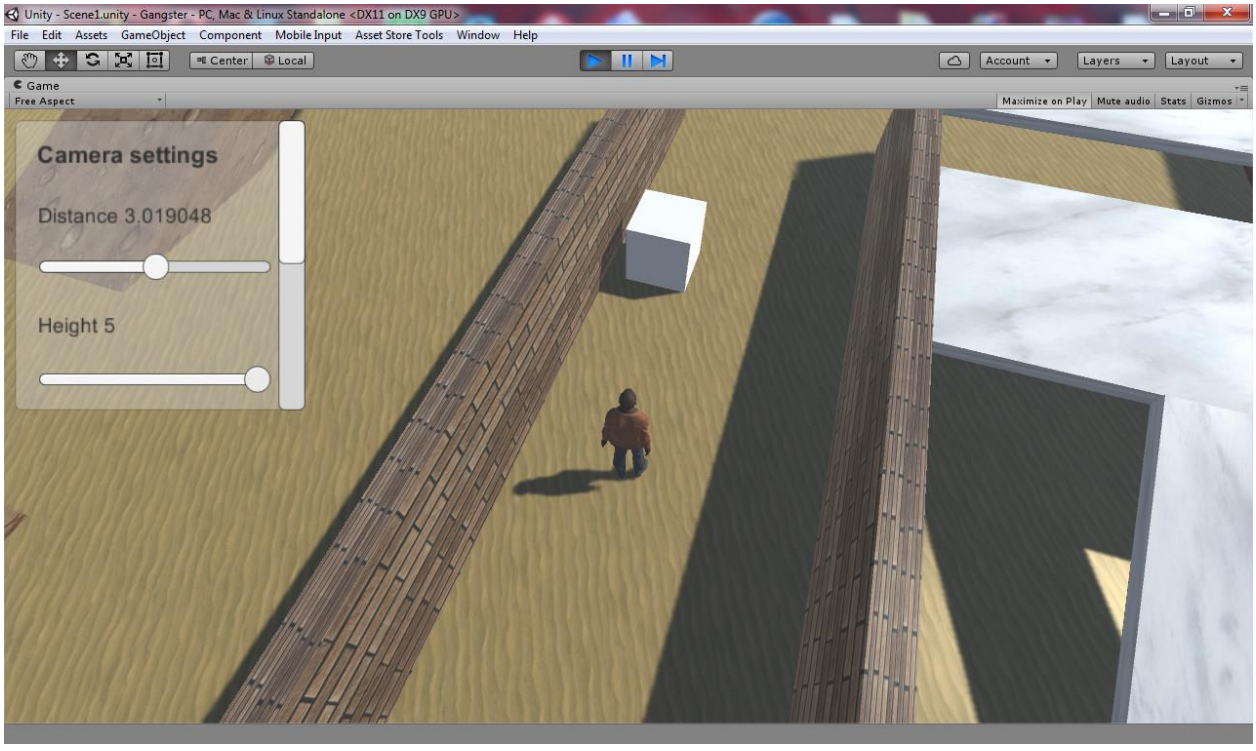
Adjust the camera relative to the object on the top or rear.



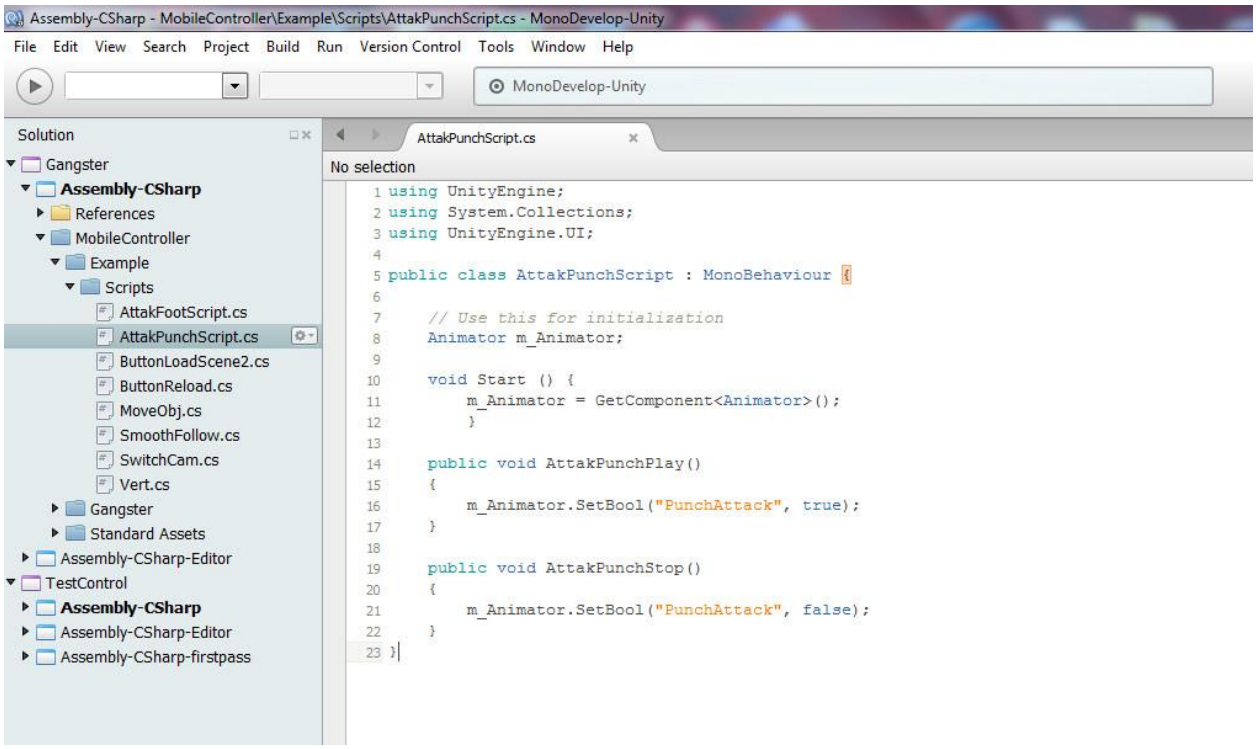
Some lines of code commented out in scripts.

Powered by PC joystick and button.

As well as using the keys W, A, S, D, Z, X, C and Space, or control using the arrow keys.

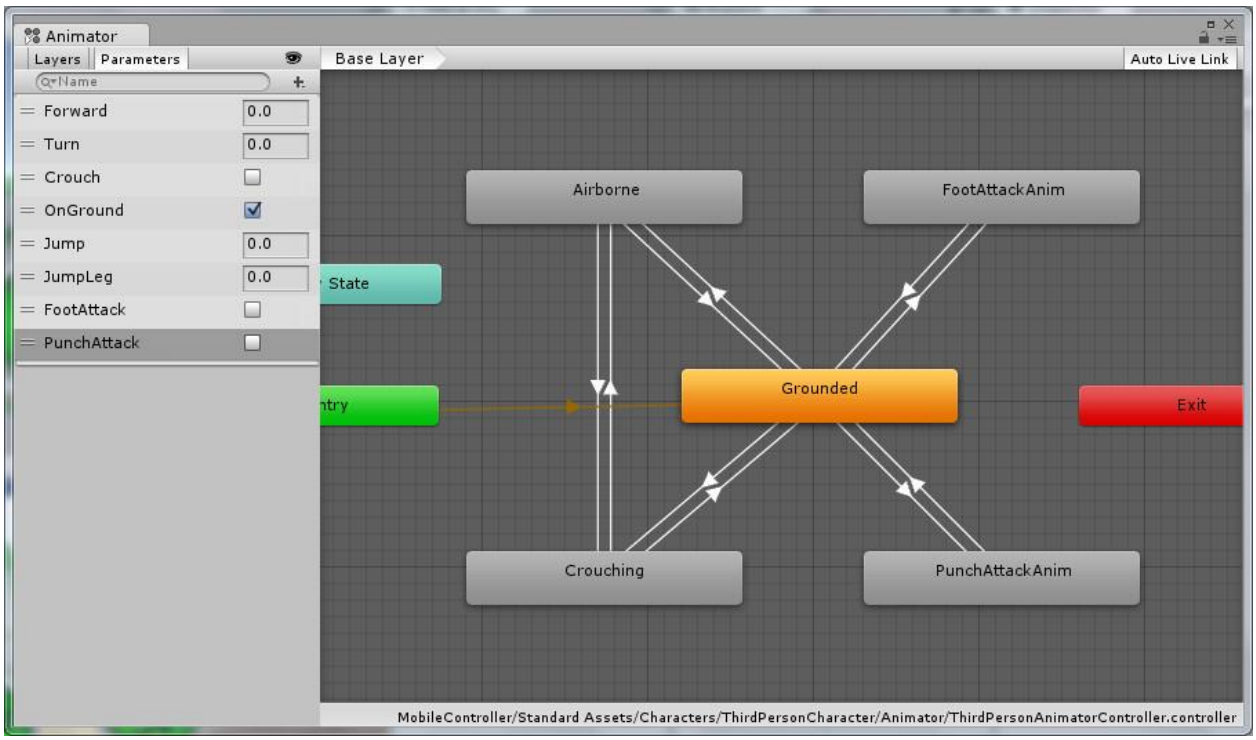


Example -> AttakPunchScript.cs



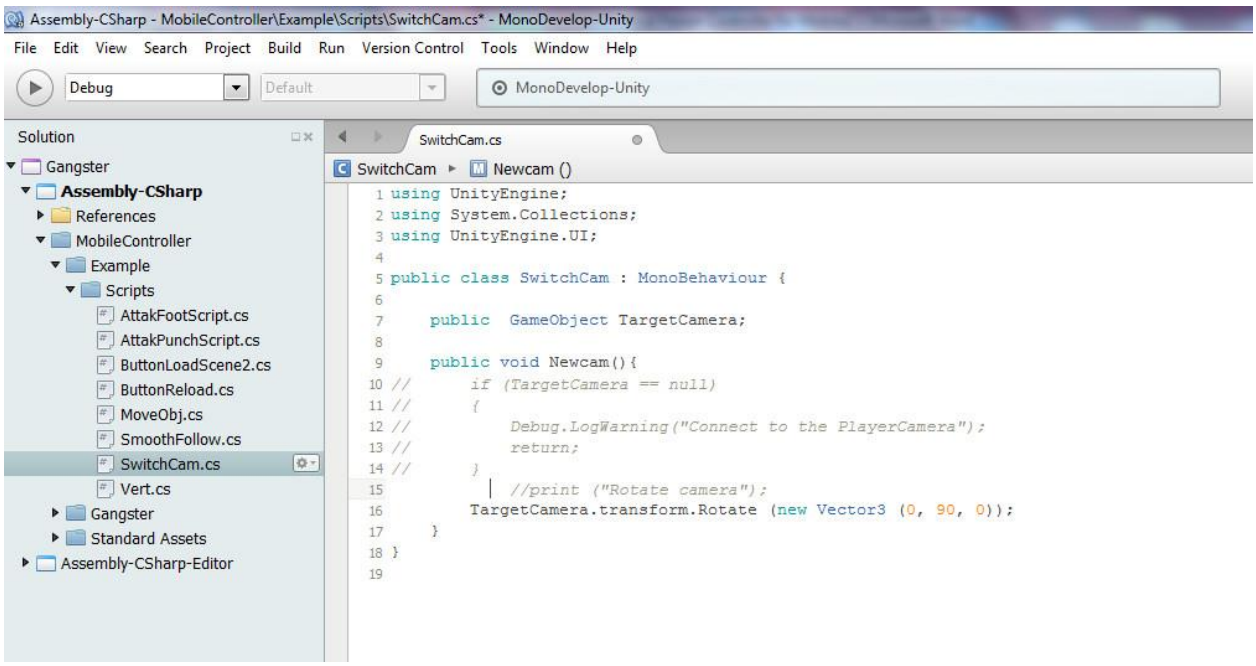
Example -> AttakFootScript.cs

Similarly AttakPunchScript.cs



Example -> SwitchCam.cs

Included in the job when the parameter *Rotation Damping* script *SmoothFollow* greater than zero.



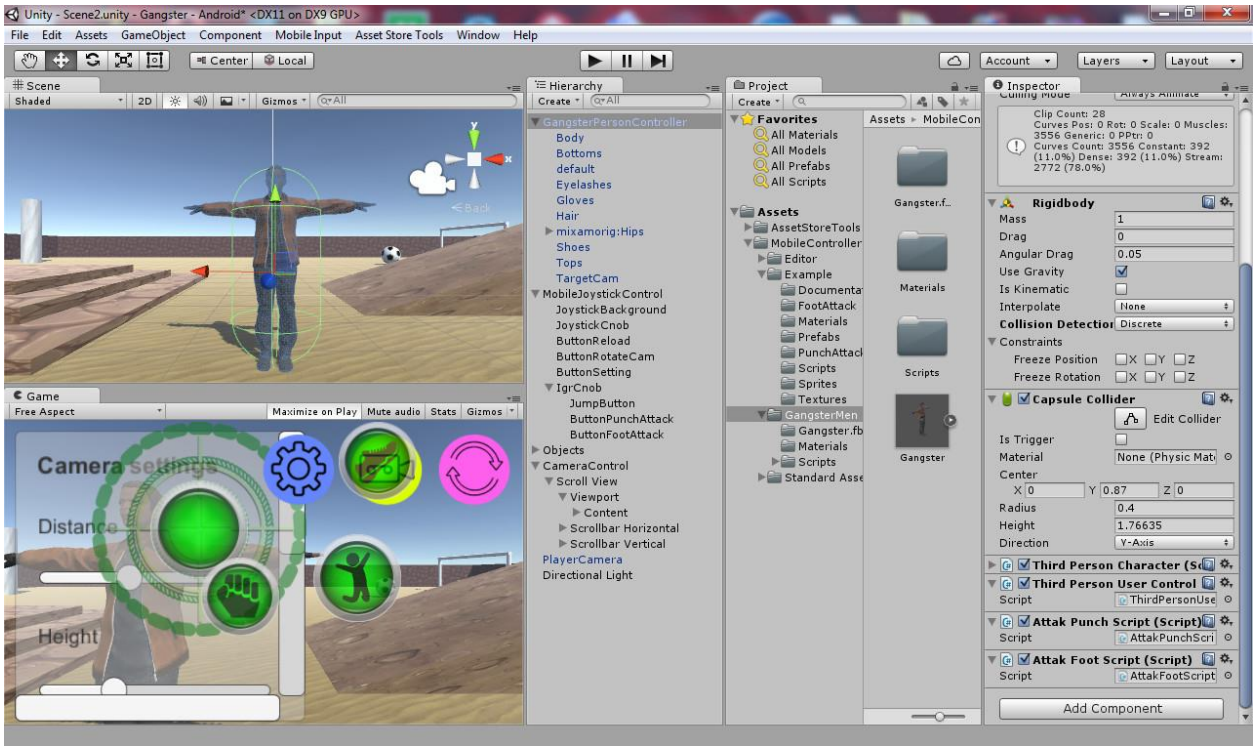
For more in-depth study of Asset, open tabs

- GangsterPersonController

- MobileJoystickControl

- CameraControl

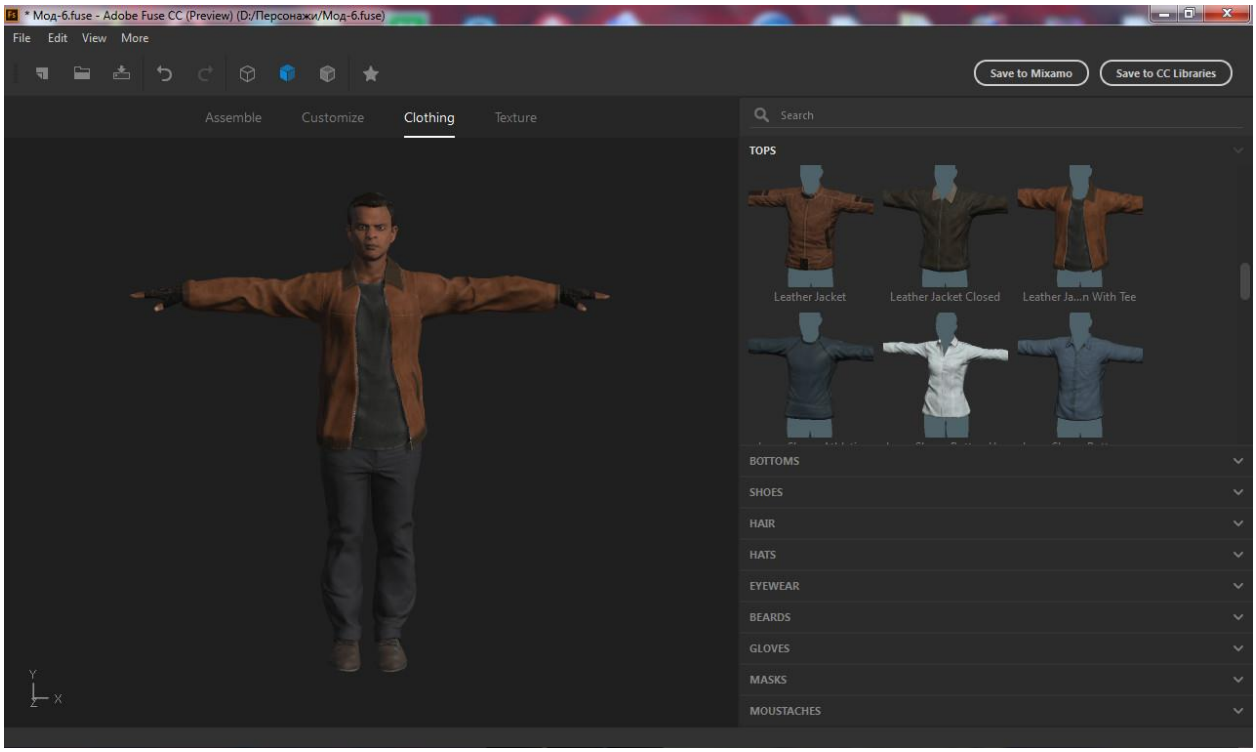
Browse installed scripts, change the desired settings.



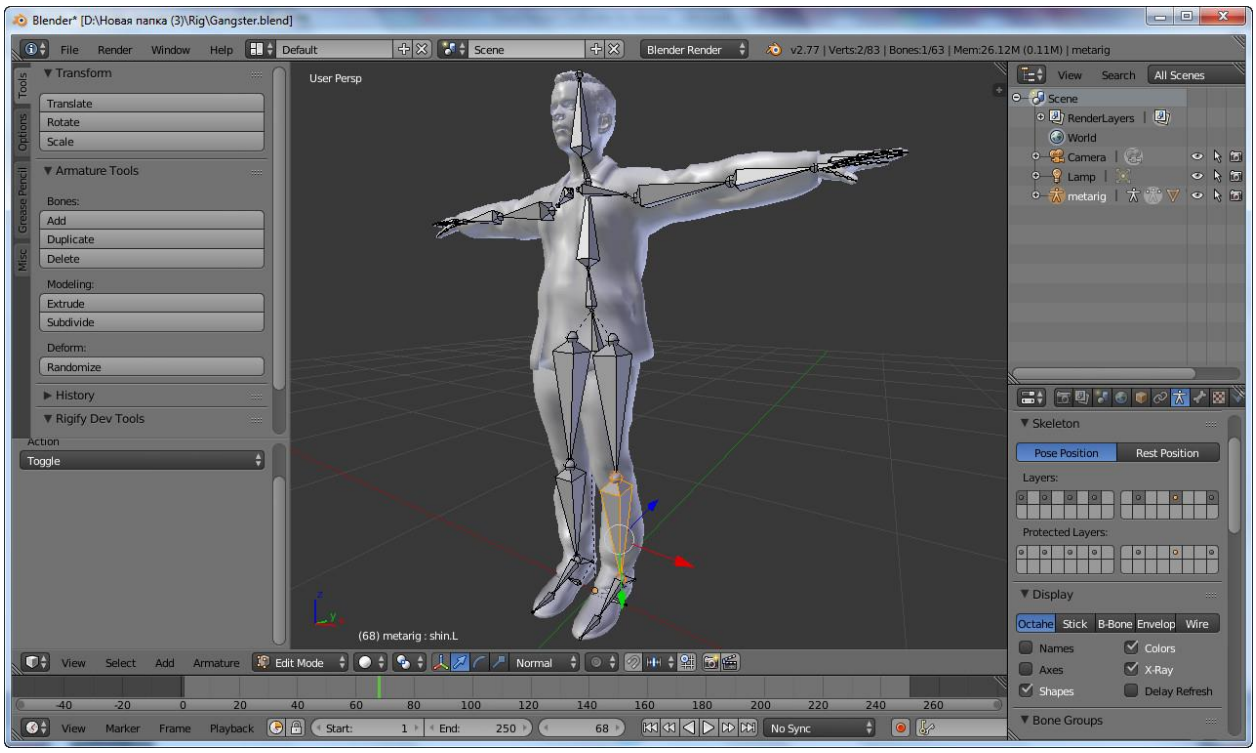
The project contains a demo scene.

Especially for this model was created Projects 3d character, created and cut animation, write the code to make the transition.

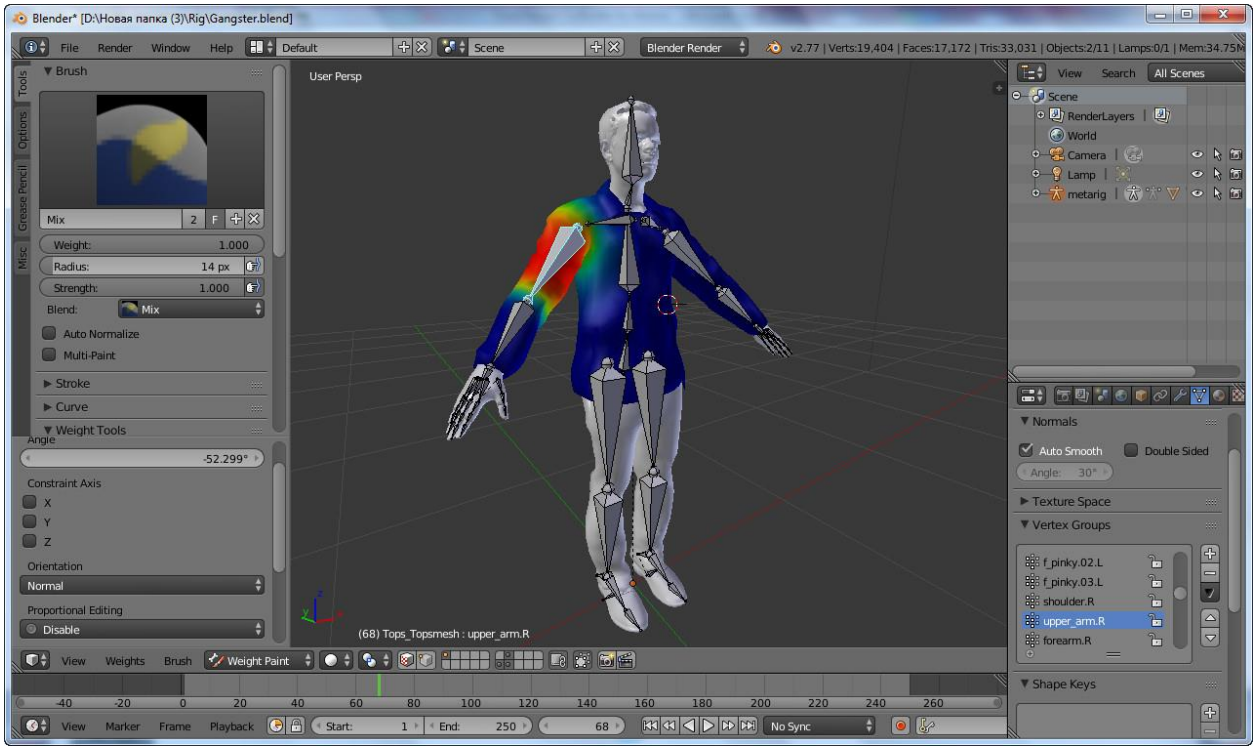
In its projects summary, you can use our 3D character model, or similar containers way to insert a 3D model imeyuschuyuyu type of humanoid.



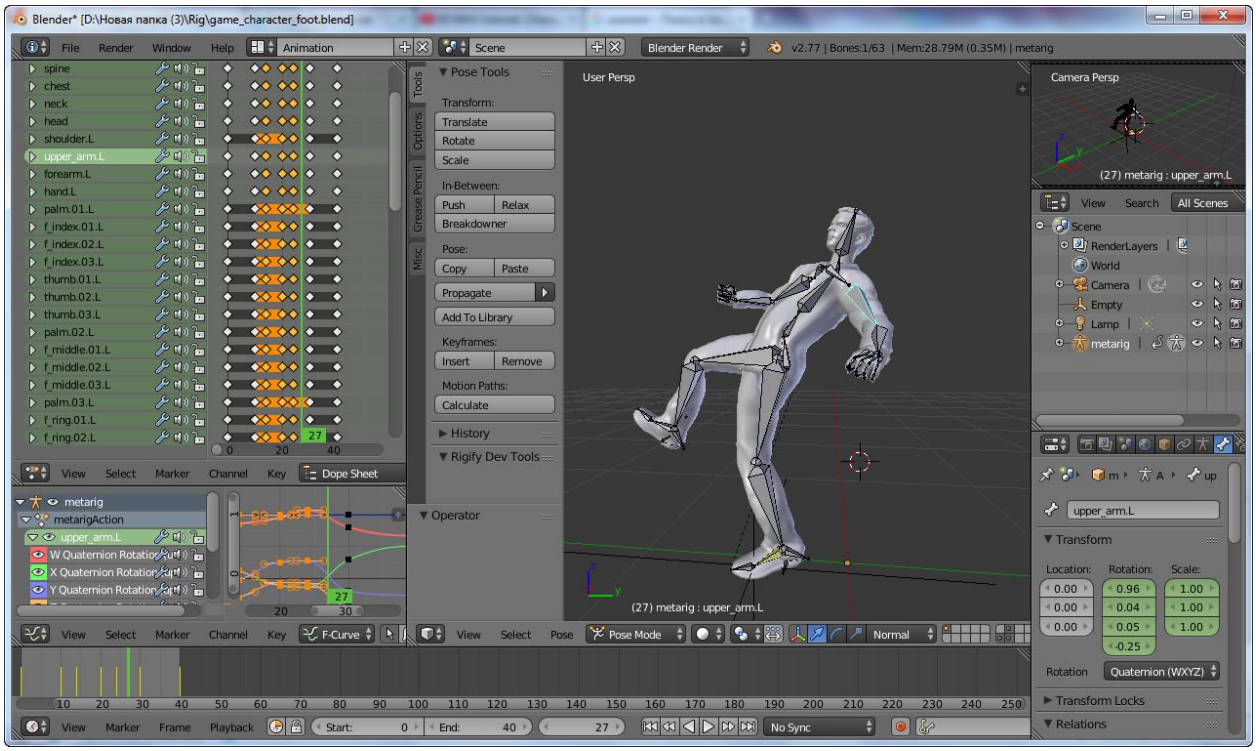
Game character rigging.



Game character skinning.



Game character animation.



If you encounter any difficulties using this Asset ask for help, links will be in the description.

Game character company.

Version 1.0

30.04.2016