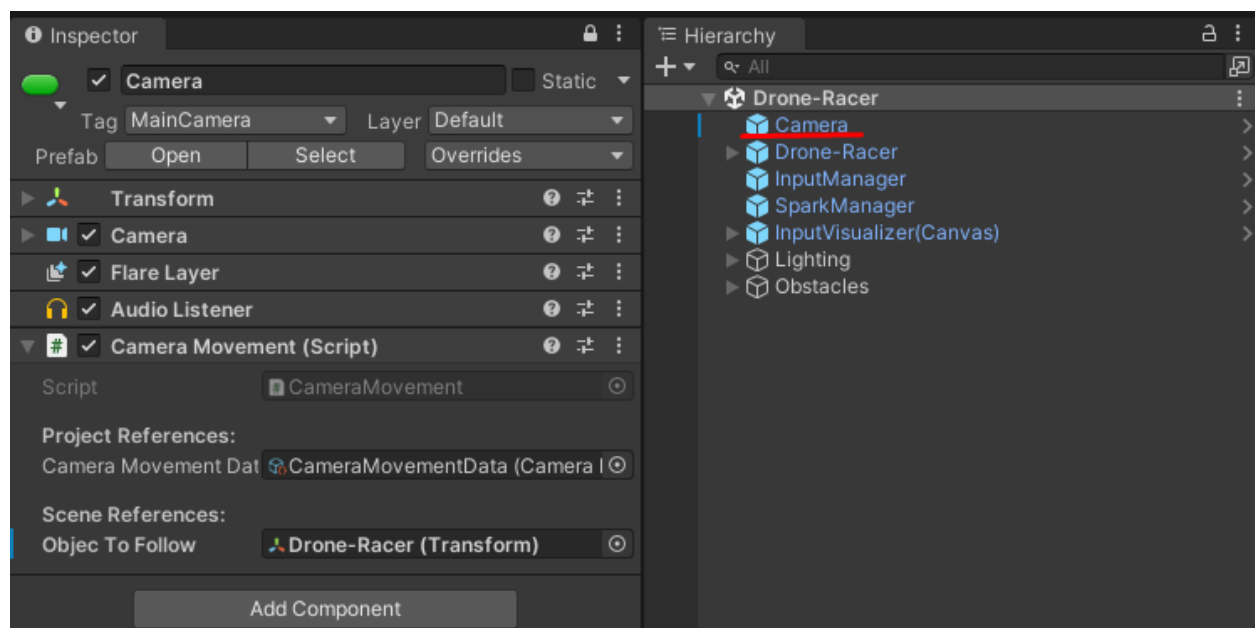Drone Controller v.3.0.0.

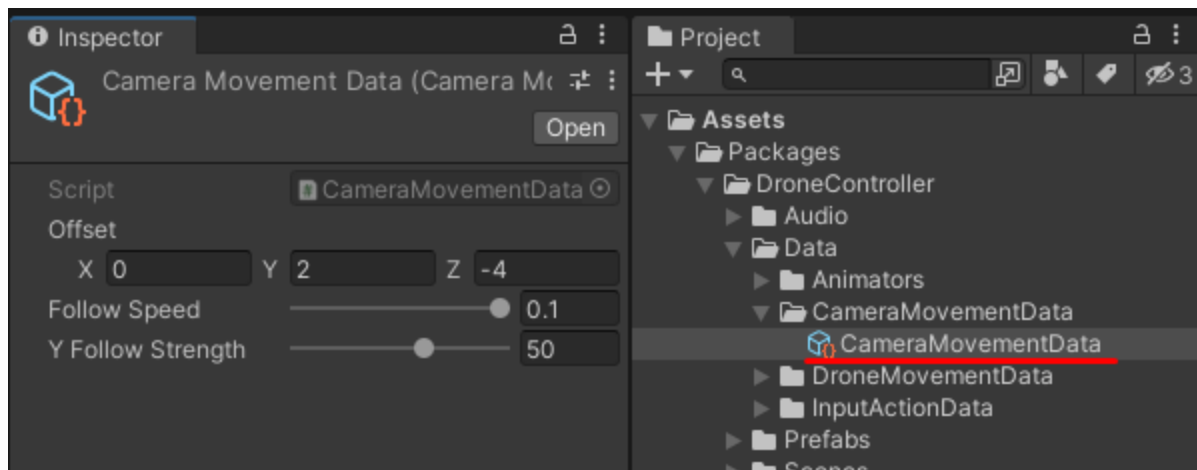# Camera

29 June 2023

OVERVIEW

Goal of this chapter is explain how is camera following the drone object.

From the image, it's possible to notice that **Camera** GameObject contains a component of type **Camera Movement**.

Camera Movement component does the logic of following the drone with a certain Vector3 offset and speed. These parameters are setup inside the **Scriptable Object** which is referenced to the variable **Camera Movement Data**, located inside "**DroneController/Data/CameraMovementData**".

Camera Movement component requires a reference to the **Transform** that it's following. In this case, variable name **Object To Follow** contains a reference to the "Drone-Racer" GameObject.

- **Offset**
    - The offset position behind the drone
- **Follow Speed**
    - The time it takes to move camera to the new position behind the drone
- **Y Follow Strength**
    - Strength of the camera to follow when drone changes altitude