# Project Setup

Project Settings:

* Third Person template
* Blueprints
* Desktop/Console
* Maximum Quality
* With Starter Content
* Raytracing Disabled

The following packages were downloaded from the marketplace:

* Animation Starter Pack

# Player Camera

The first thing is to setup the camera so that the player can toggle between the first person and third person camera perspective by pressing the ‘V’ key.

The first step is to change the third person perspective from the default view to a custom preferred view by changing the transform location and rotation to achieve the preferred view. The settings are as follows:

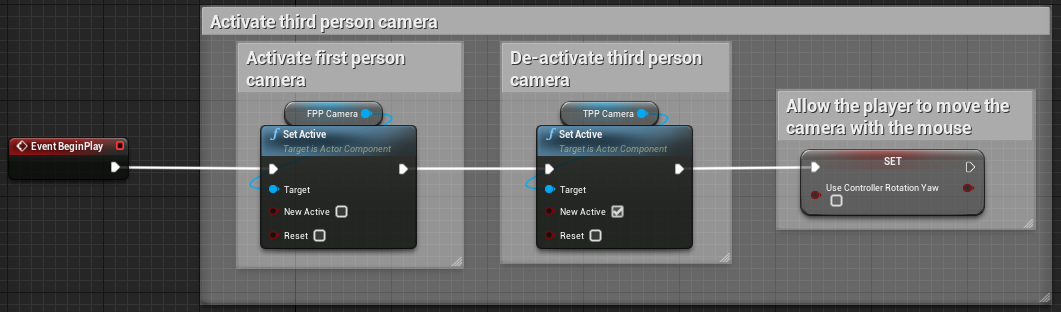
* Transform Location: {-118, 1.285714, 121}
* Transform Rotation: {0, -10, 0} (in degrees)

The second step is to add a new camera for the first-person perspective. The camera is positioned in front of the head of the player at a desired height and then made a child to the mesh. Then the camera view has been attached to the player’s head socket using the parent socket attribute under the camera details and the camera uses pawn control rotation that is checked under the camera options.

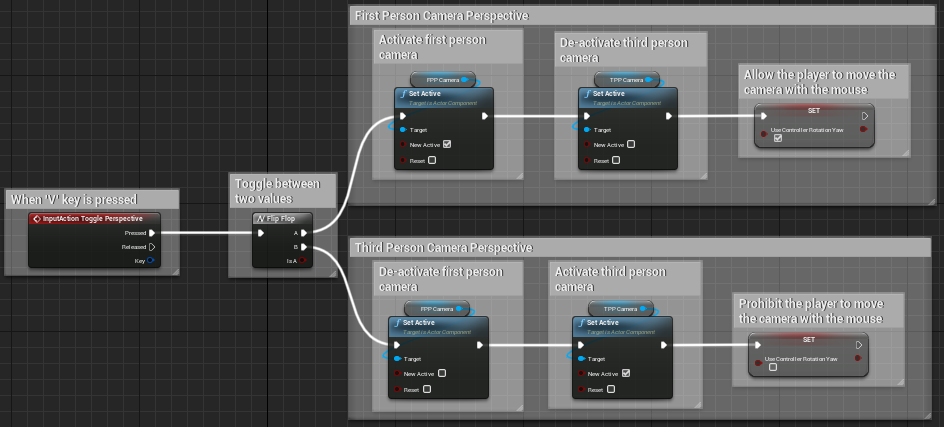
After the cameras have been set-up, the next step is to allow the player to transition between two perspectives when the player presses the ‘V’ key.

To allow the ‘V’ functionality an axis mapping of “Camera Perspective” was added in the input section of the project settings. Now, the last part is to create the blueprint for toggling between the two cameras.

* The game must start in third person perspective.



* When the player hits the ‘V’ key for the first time, the game must first switch to the first-person perspective and then followed by the third person perspective. Then keep toggling between the two accordingly. Hence using the flip-flop node, the A execution path is attached to the first-person activation and the B path to the third person.



# References

* Toggle between first person and third person perspective: <https://www.youtube.com/watch?v=PwhGk5fSIjg>