

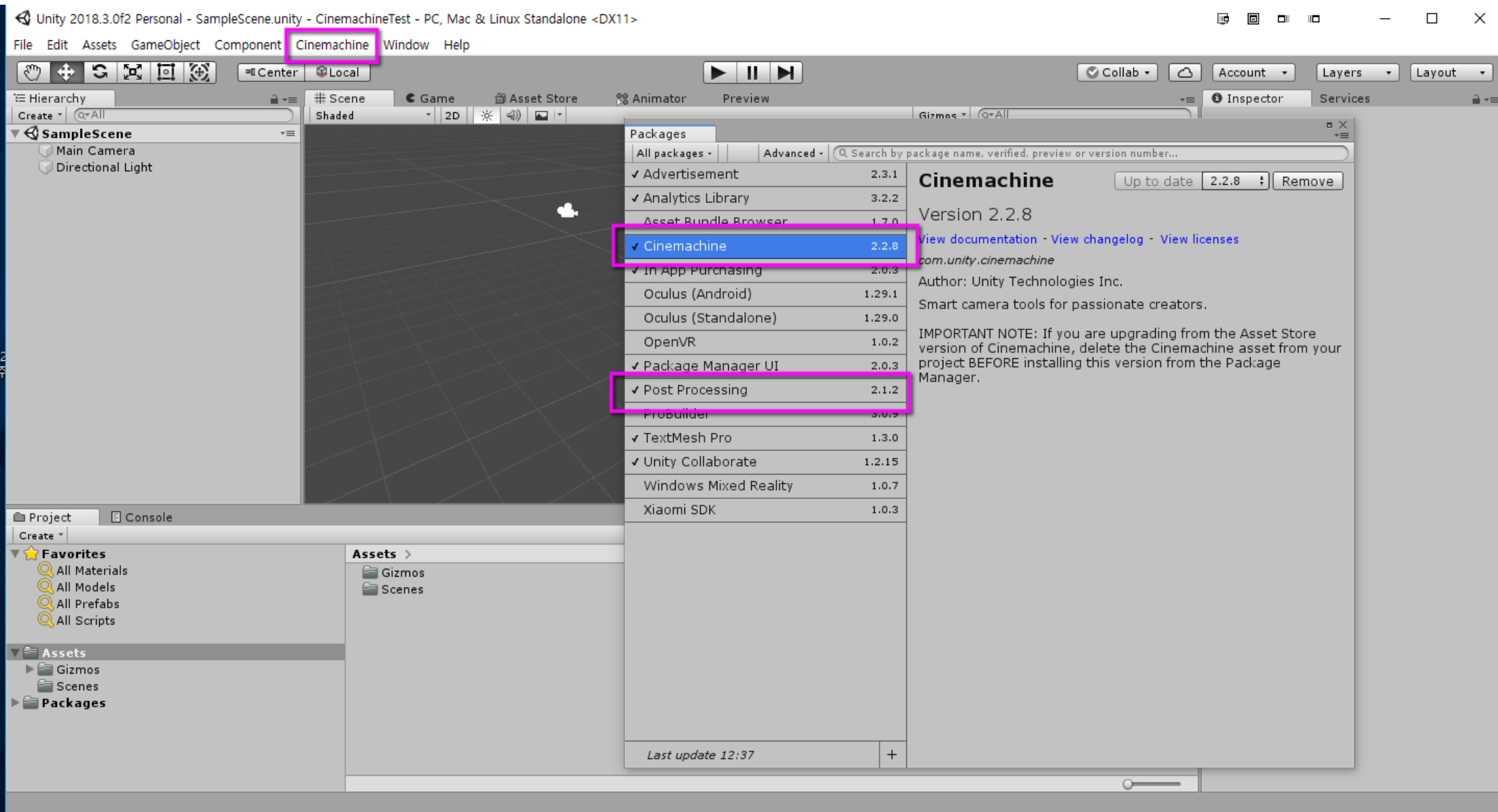


DIVISION OF
DIGITAL CONTENTS
DONGSEO UNIVERSITY

Unity Cinemachine Tutorials - Basic

jintaeks@dongseo.ac.kr

September 19th, 2018



leScene.unity - CinemachineTest - PC, Mac & Linux Standalone <DX11>

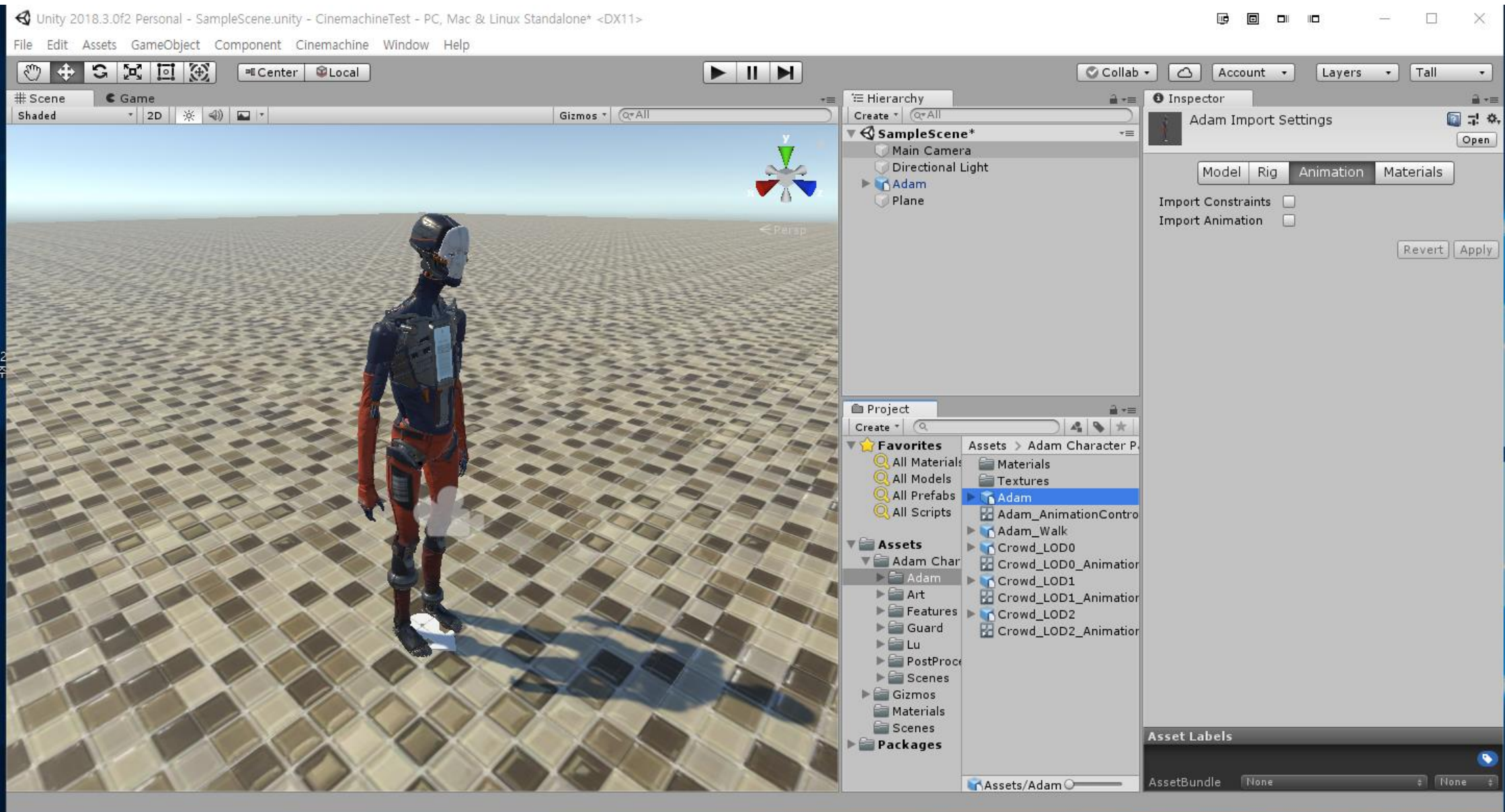
Component Cinemachine Window Help

- Create Virtual Camera
- Create FreeLook Camera
- Create Blend List Camera
- Create State-Driven Camera
- Create ClearShot Camera
- Create Dolly Camera with Track
- Create Dolly Track with Cart
- Create Target Group Camera
- Create Mixing Camera
- Create 2D Camera
- Import Example Asset Package
- Import Post Processing V2 Adapter Asset Package
- About



Preview

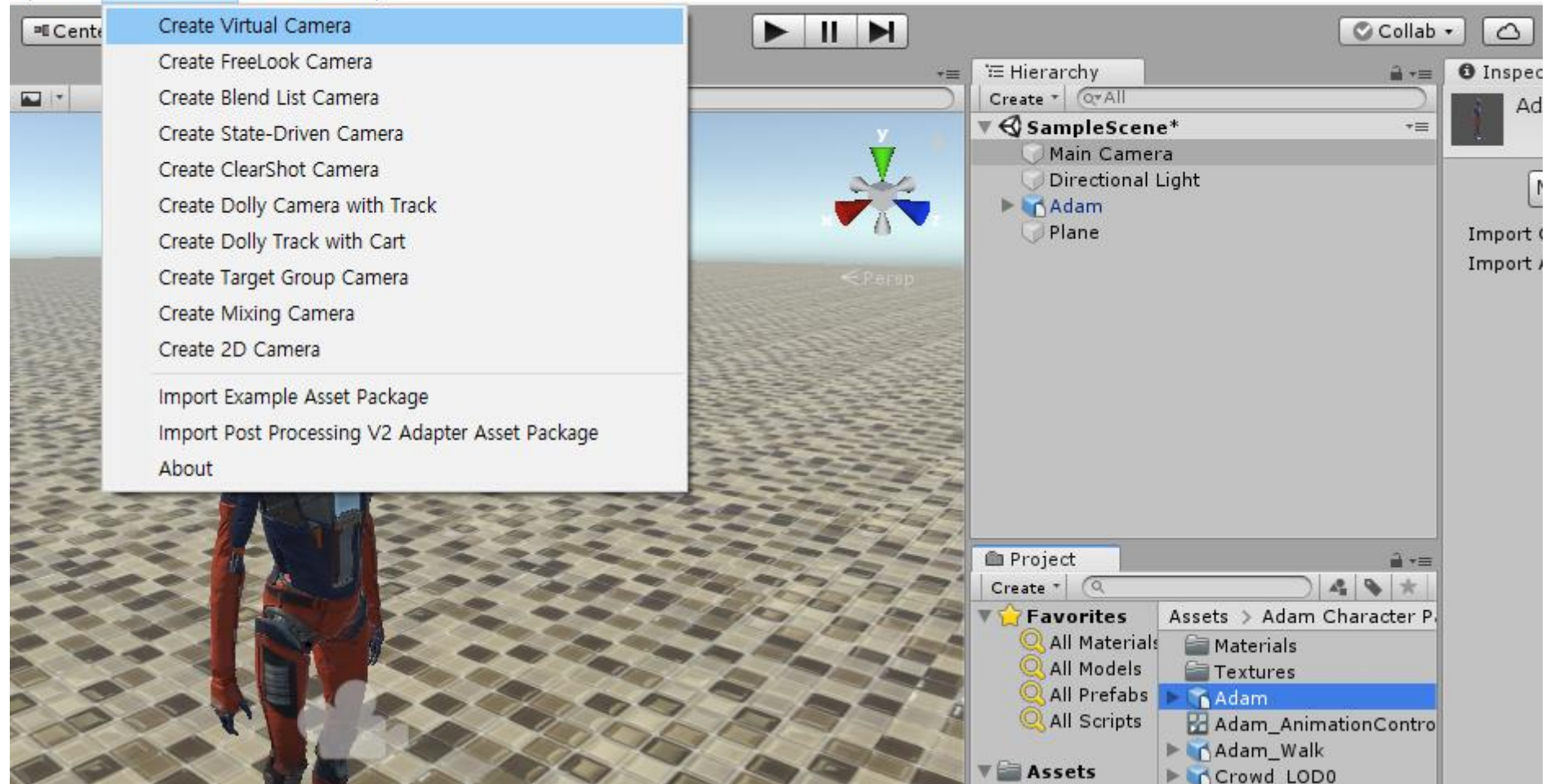
Assets	
Packages	Advanced
Advertisement	2.3.1
Analytics Library	3.2.2
Asset Bundle Browser	1.7.0
Cinemachine	2.2.8
App Purchasing	2.0.3
AdMob (Android)	1.29.1
AdMob (Standalone)	1.29.0
OpenVR	1.0.2
Package Manager UI	2.0.3
Post Processing	2.1.2
ProBuilder	3.0.9

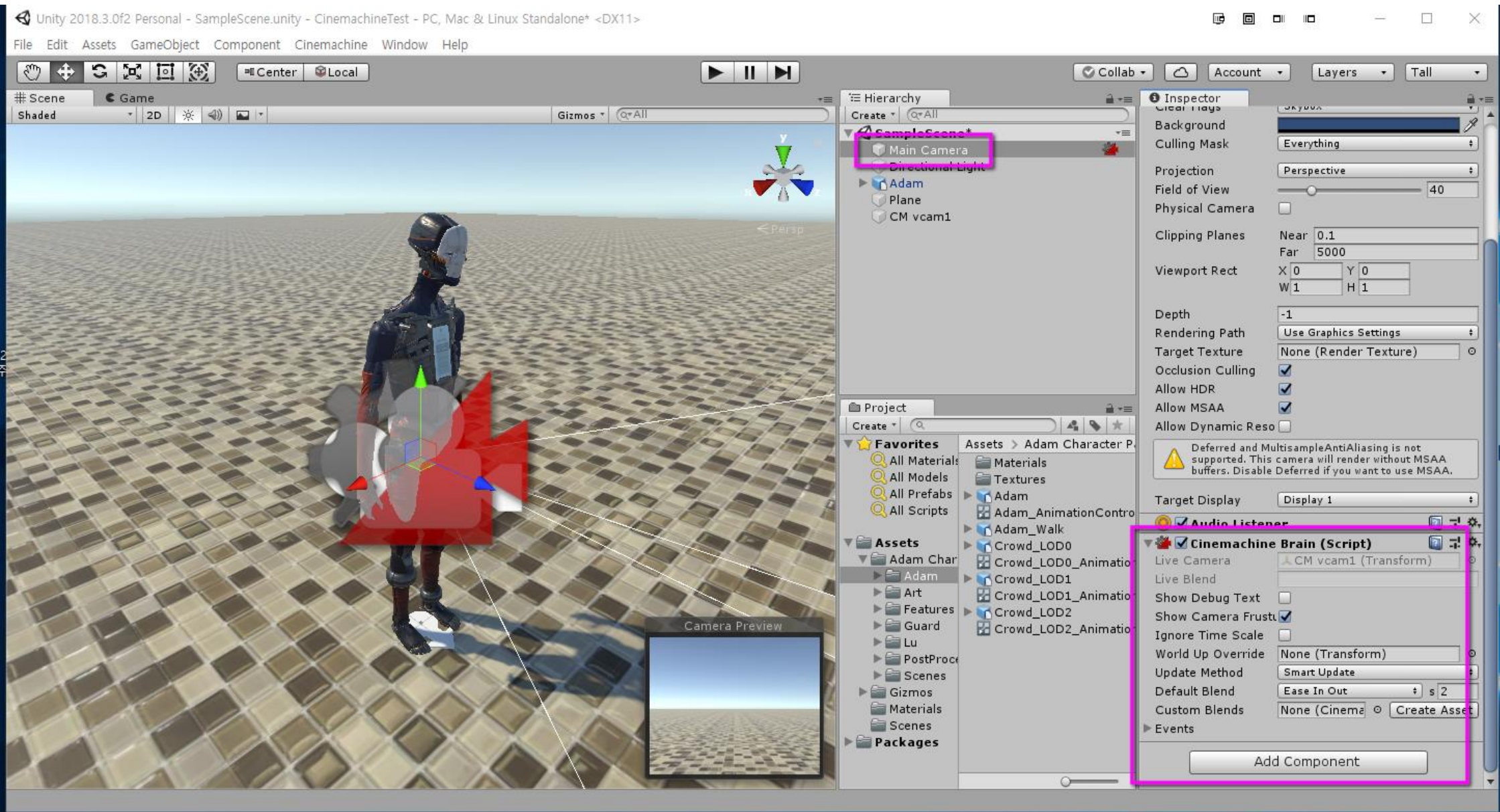


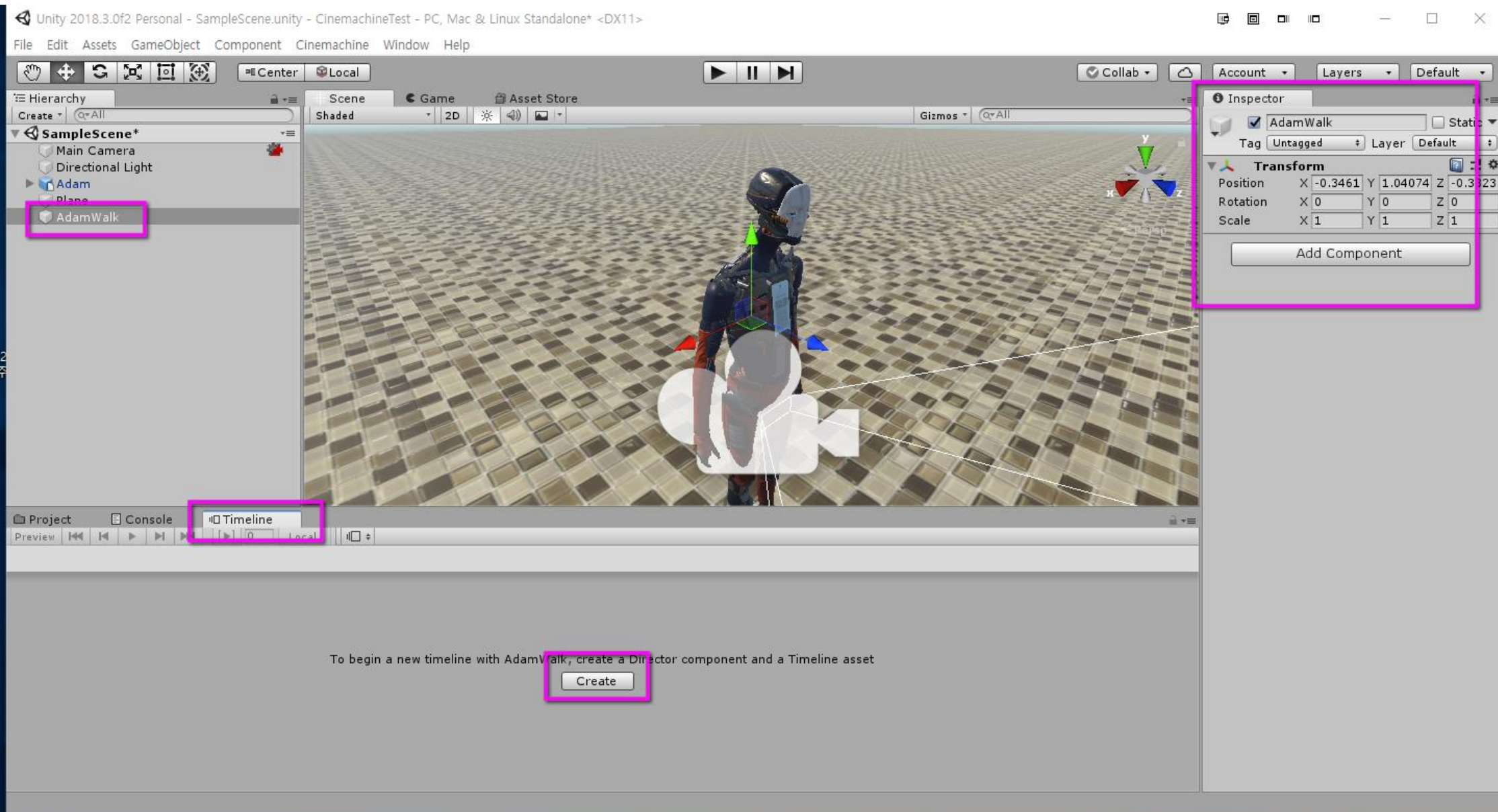
eScene.unity - CinemachineTest - PC, Mac & Linux Standalone* <DX11>

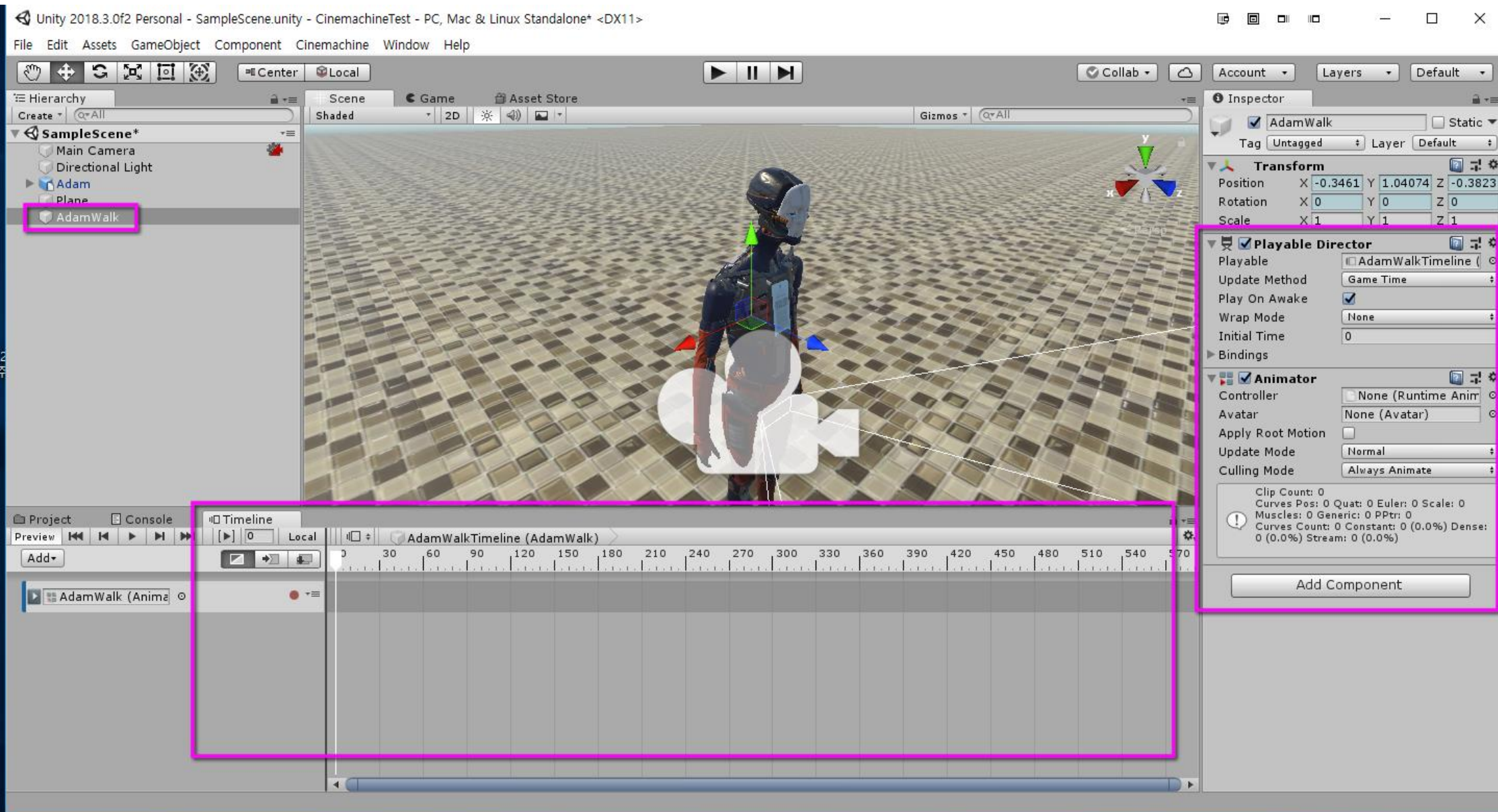
Component Cinemachine Window Help

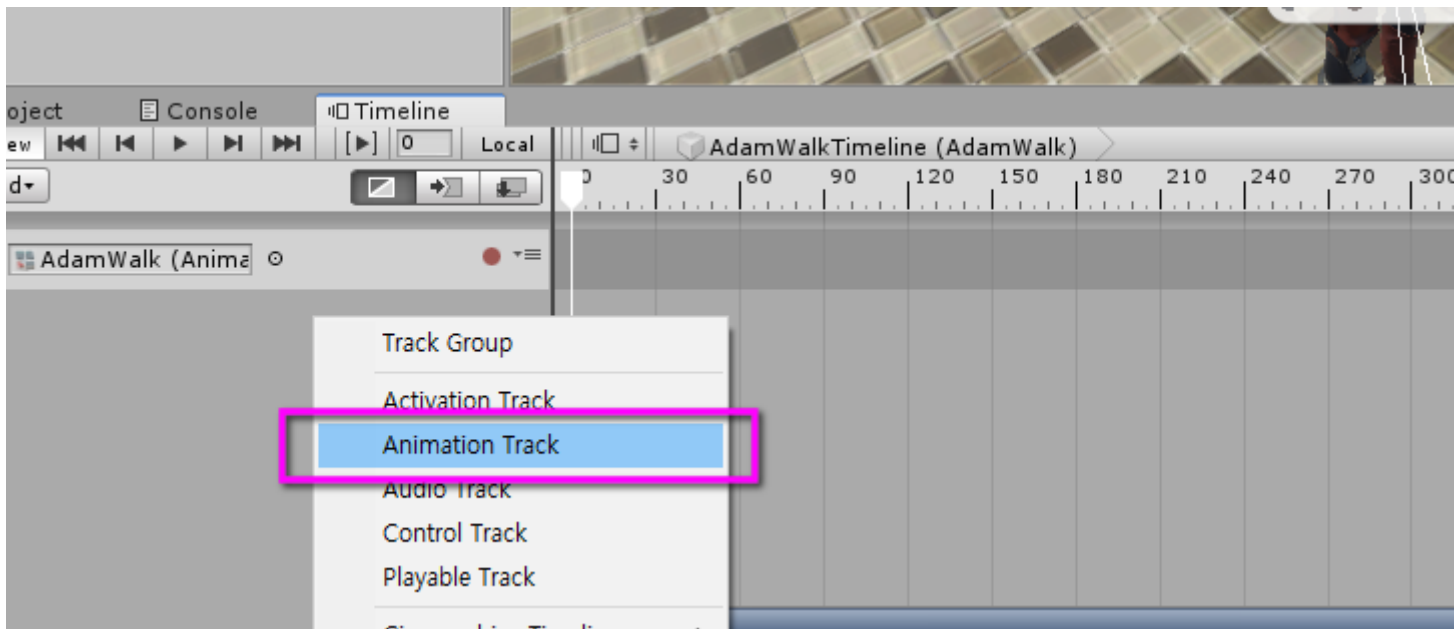
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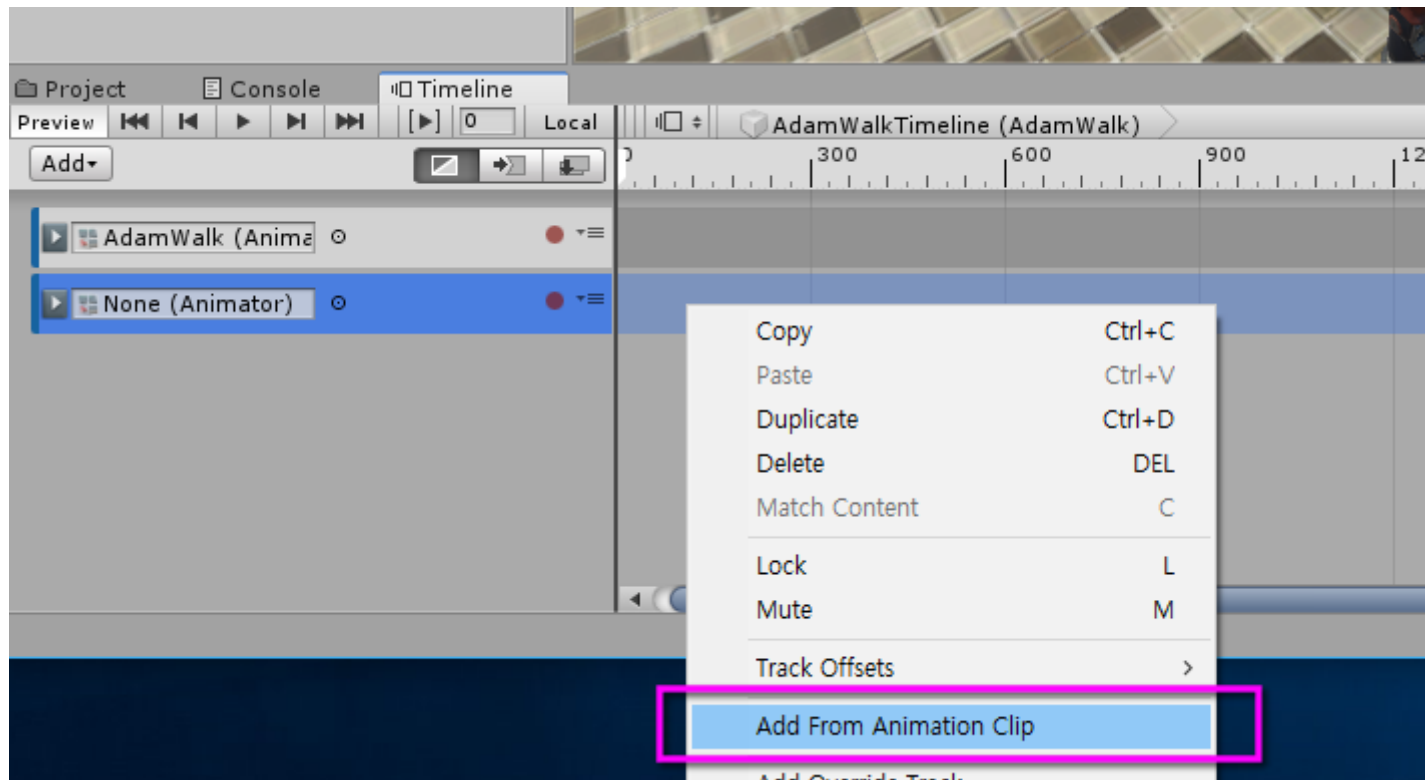


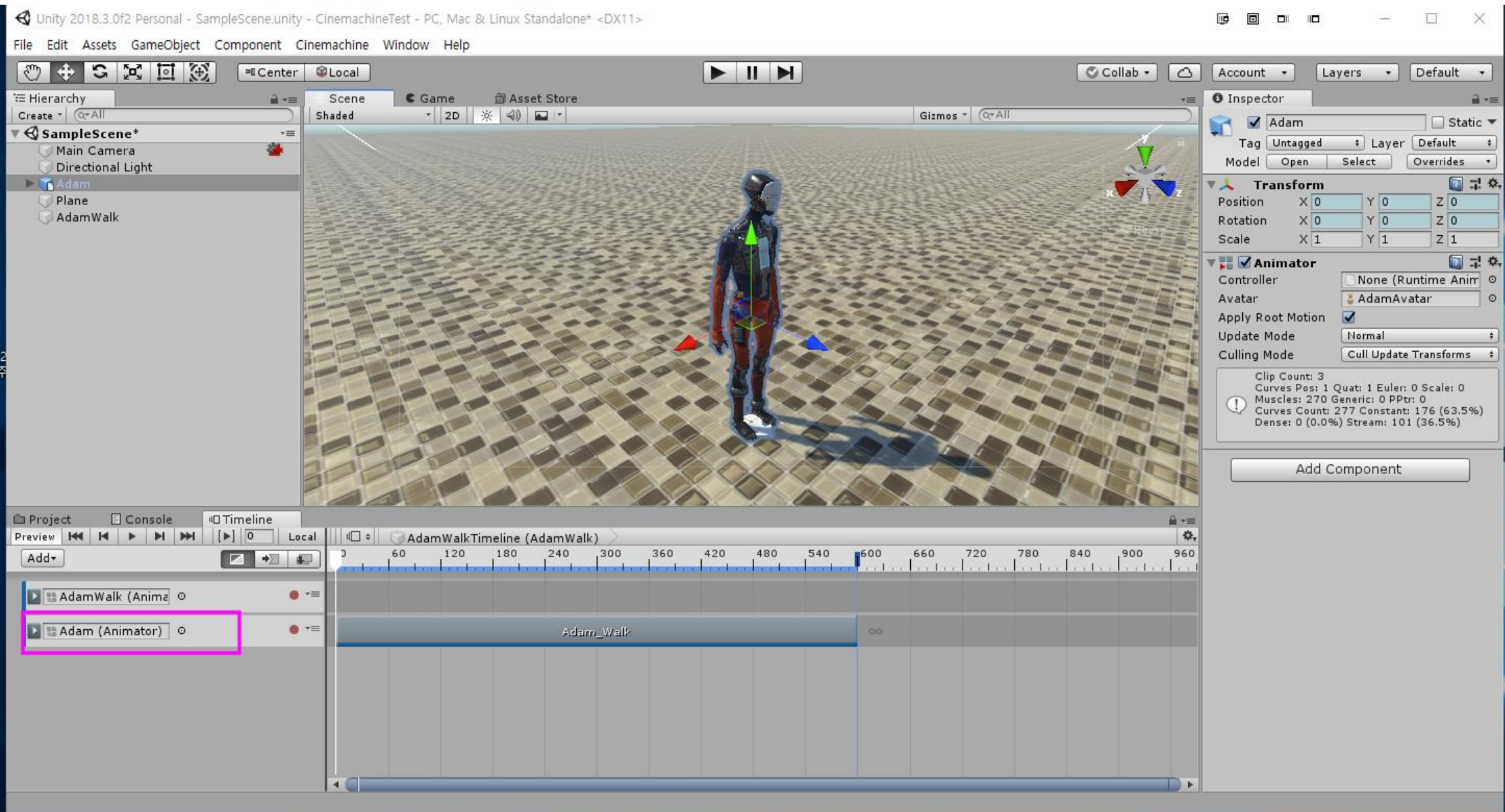


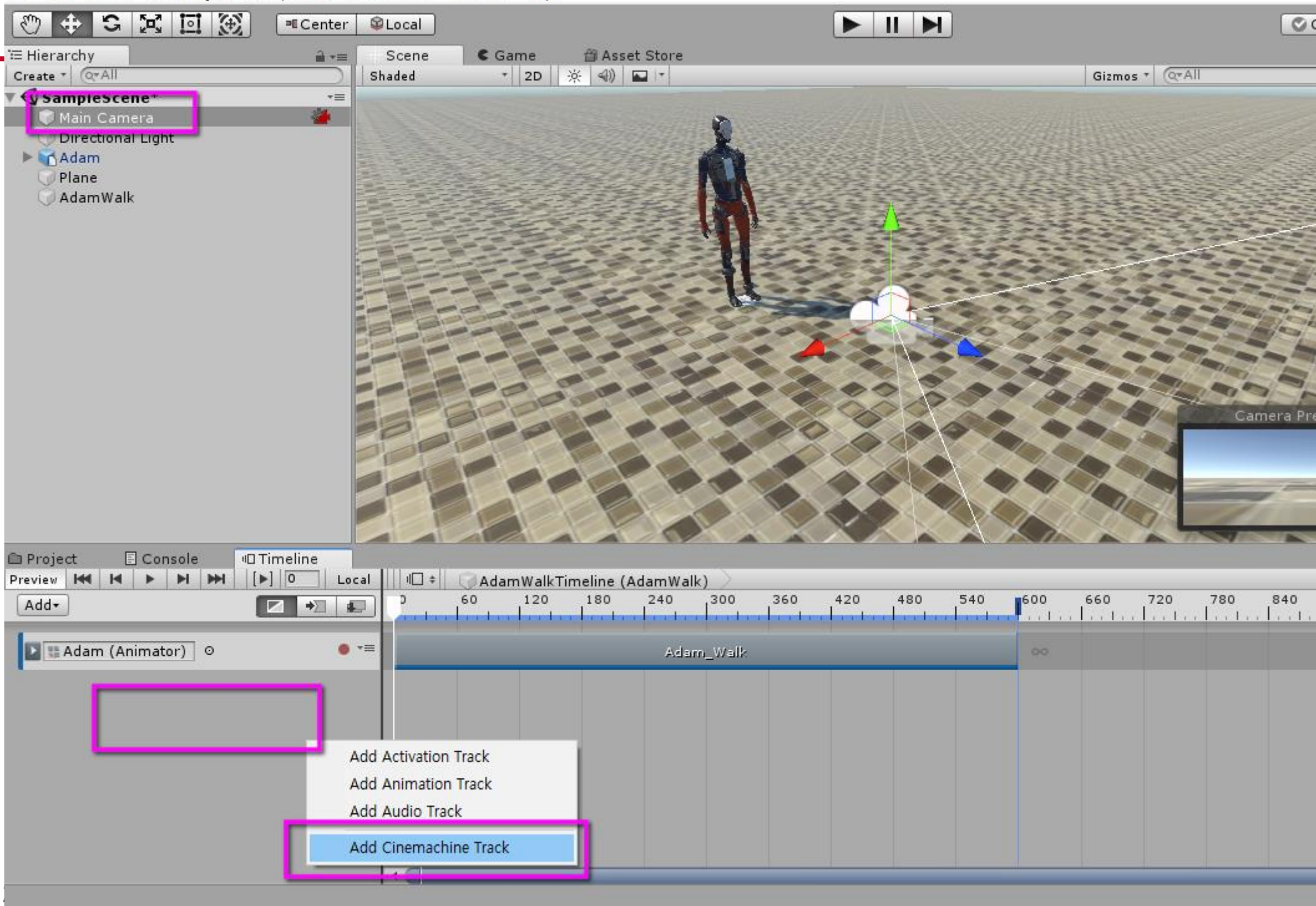


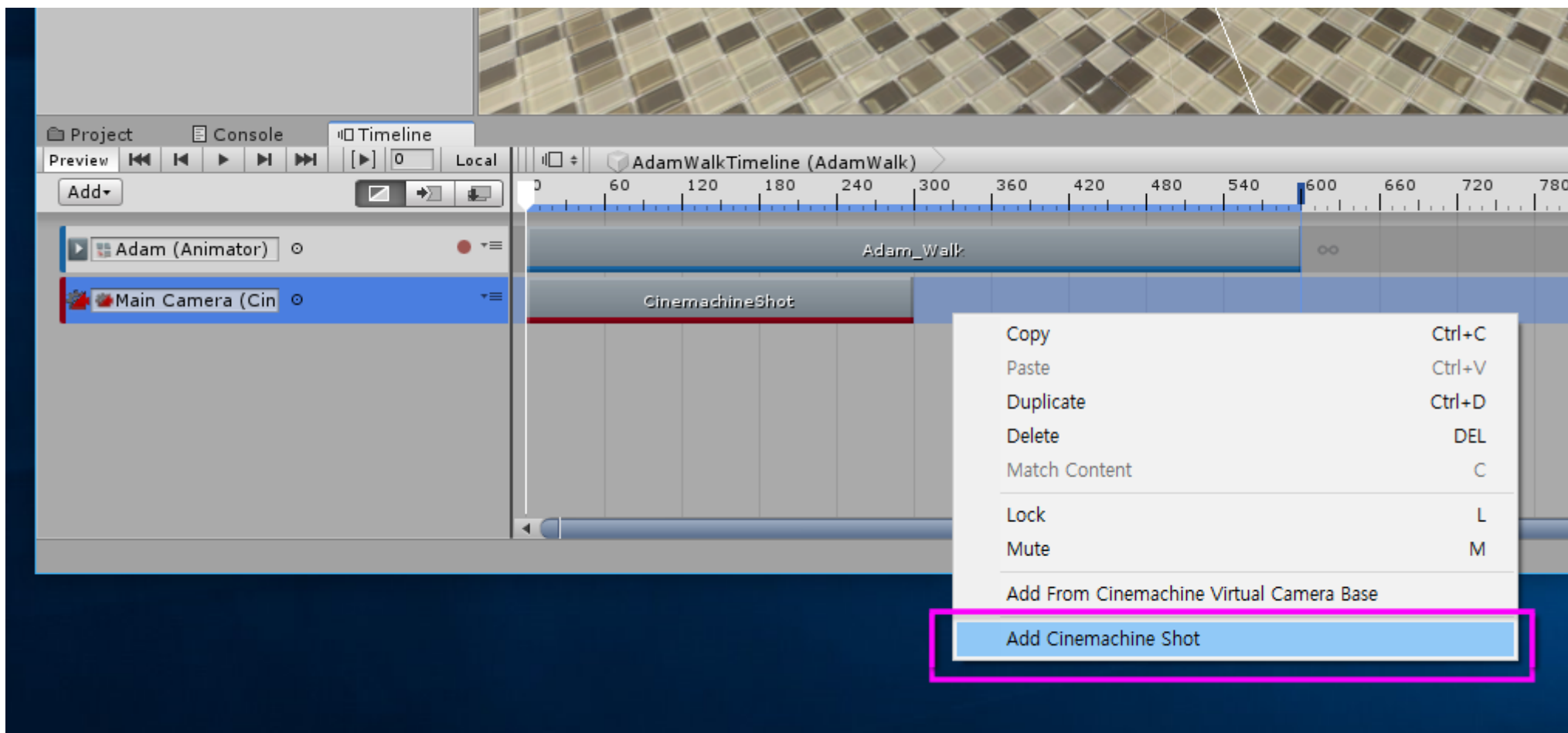


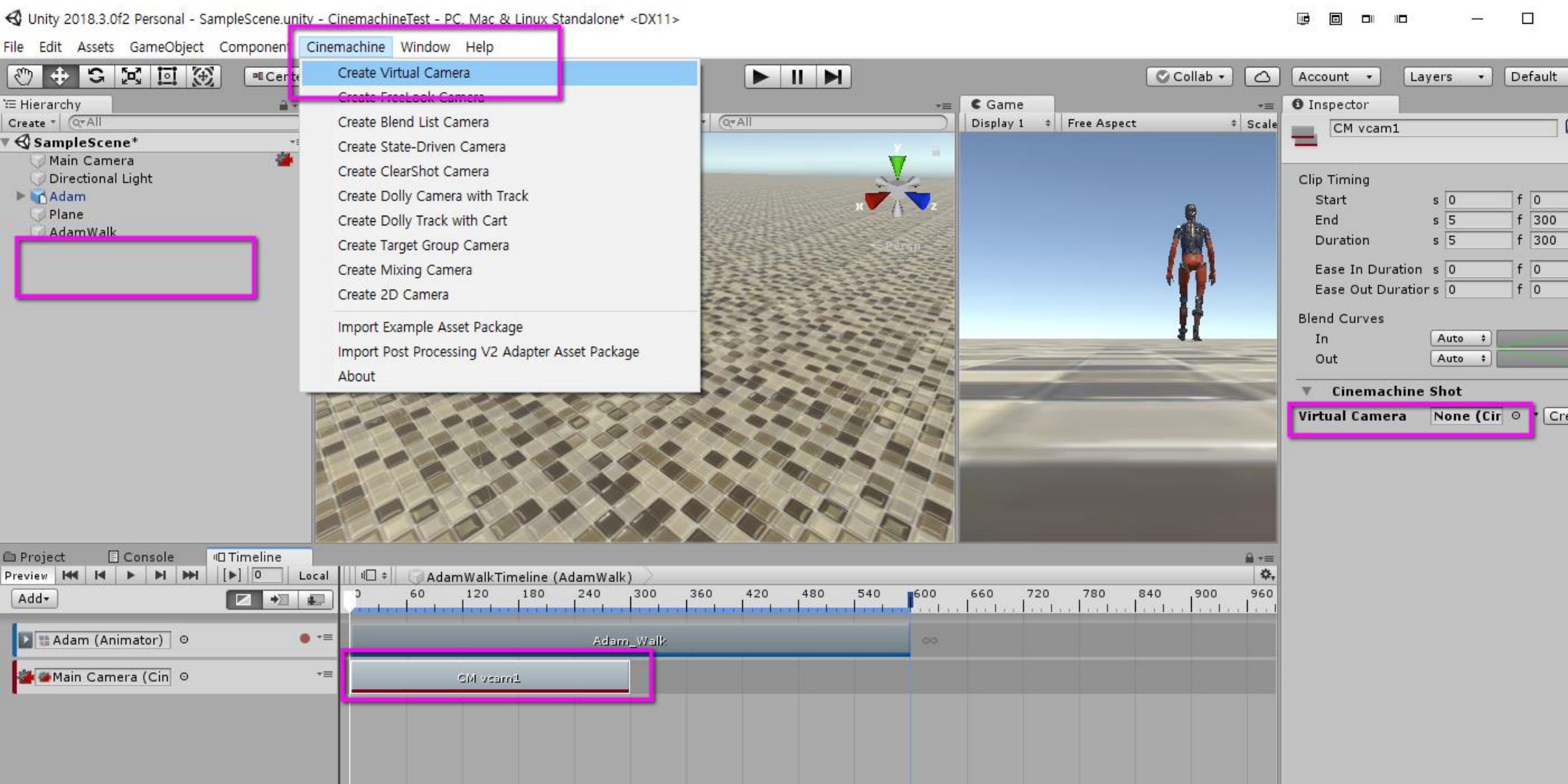


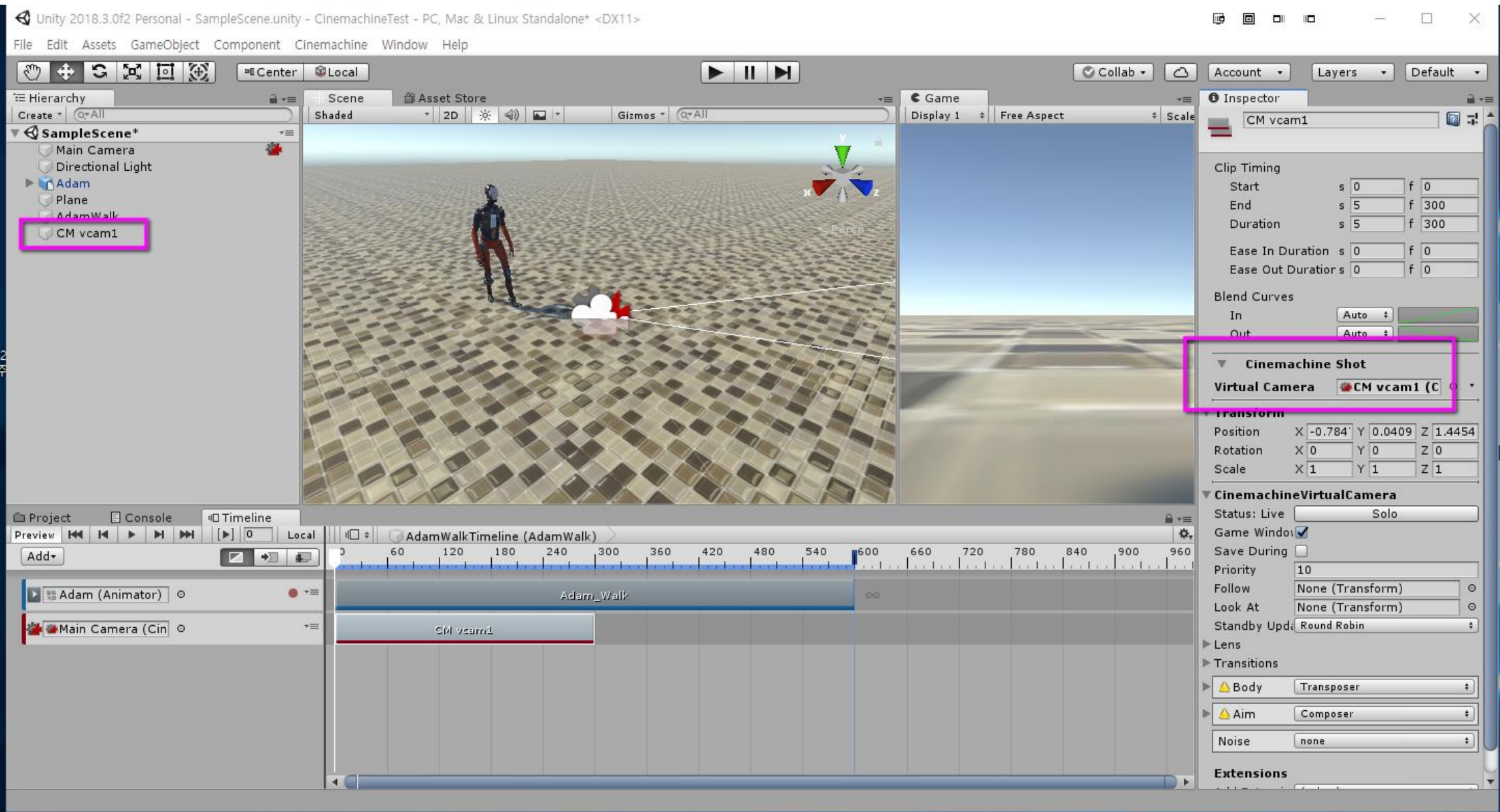


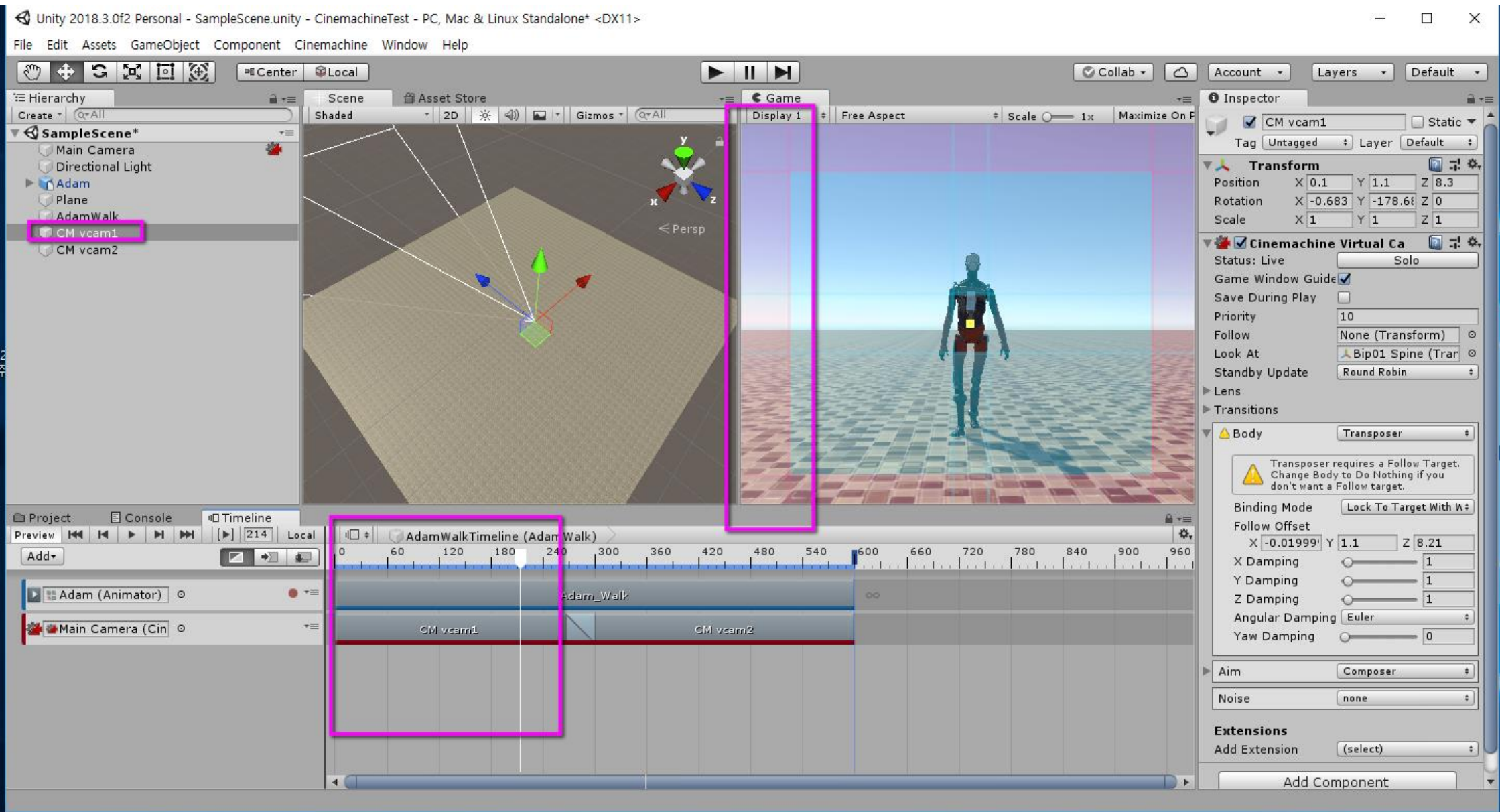


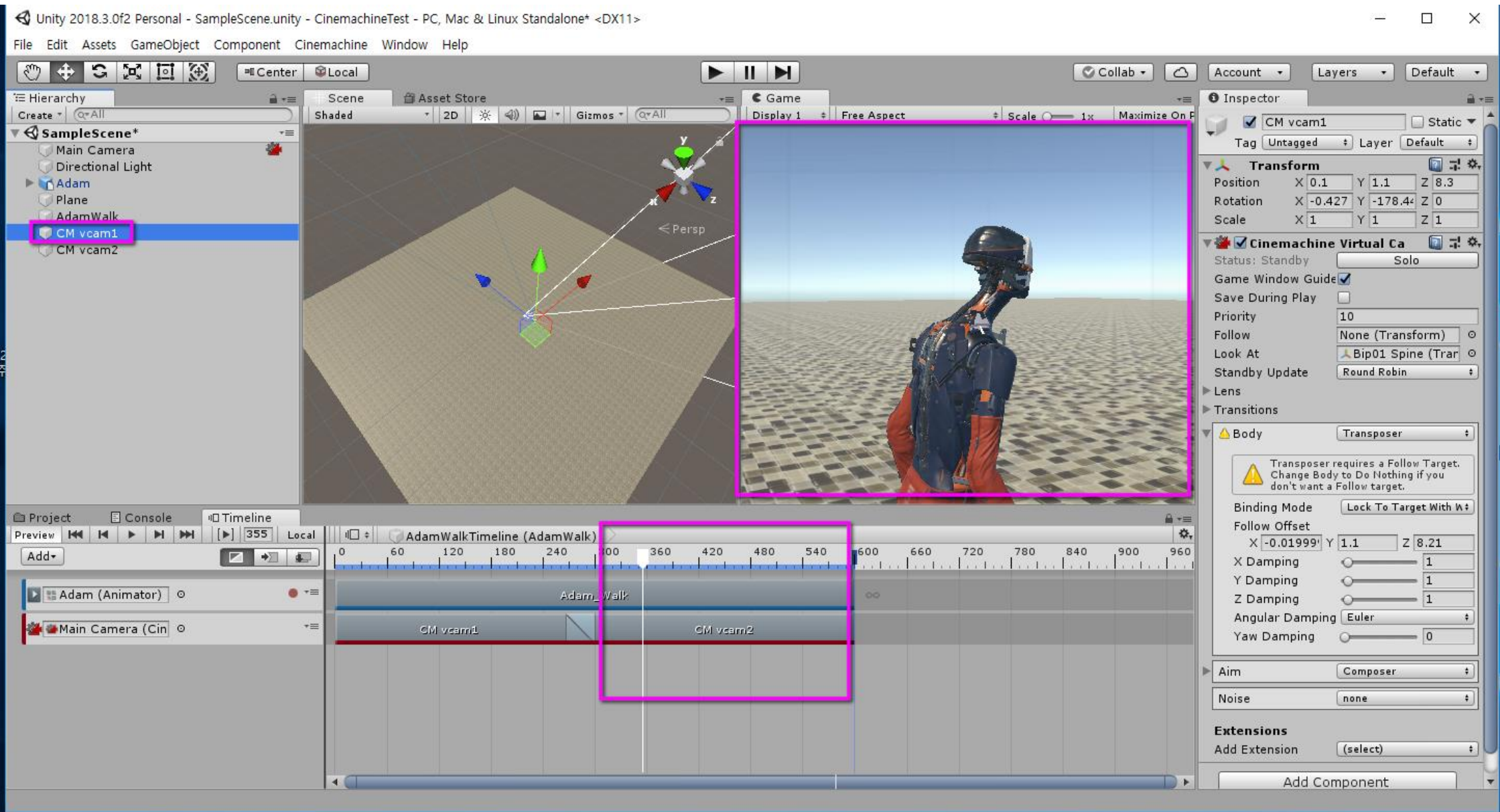


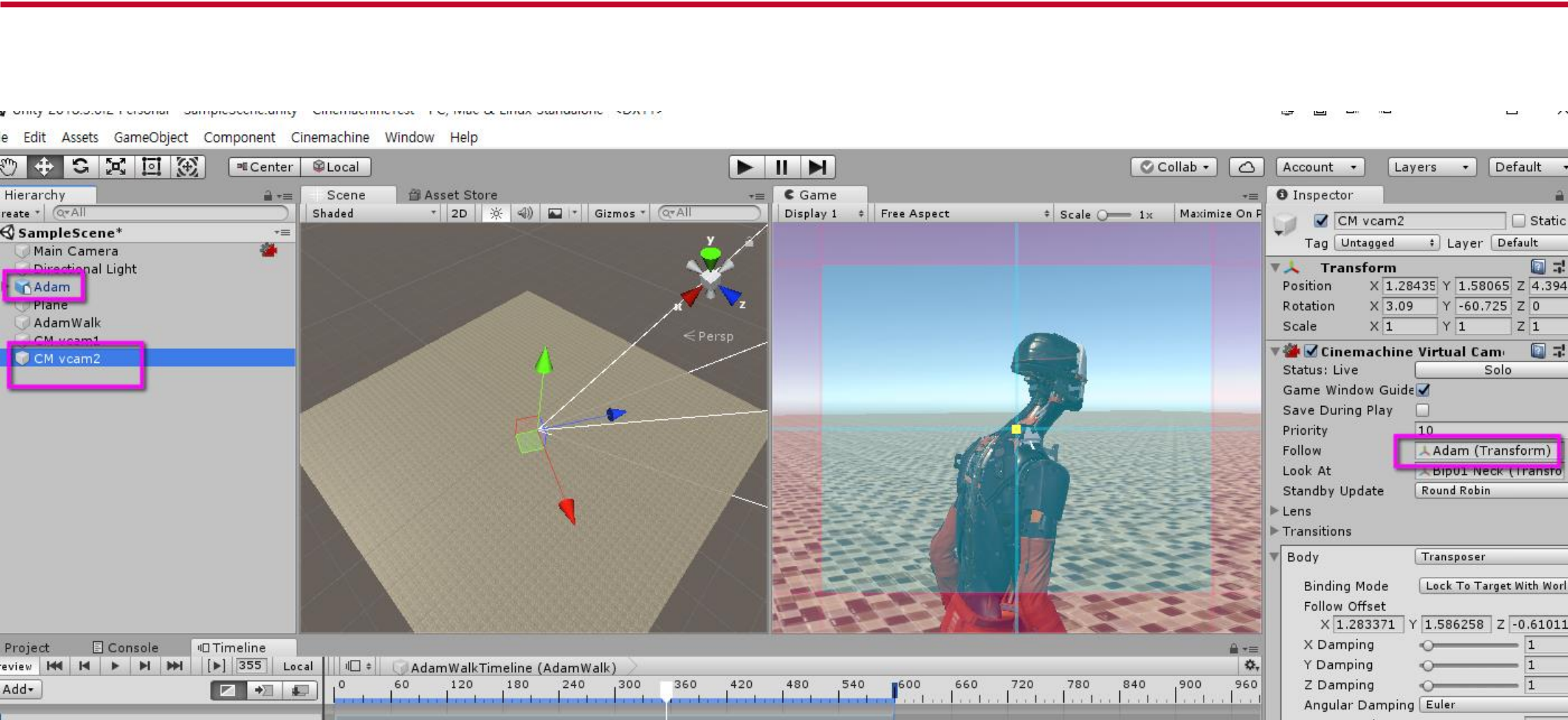












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