Camera

Detailing different camera modes for the plane. These cameras would ideally be editable on a per plane (or “frame”, once we get upgrading) basis so that special distances or FOVs could be set to accommodate the size and style of the plane.

# Stuck behind

This is the classic “camera locked to a bone/socket” camera. This camera follows the plane pretty much 1:1 at a set distance and follows the plane’s yaw and roll as well. A little springiness is good to still have, but this would be a very tight follow.

# Cockpit view

Functionally, this would work identically to the Stuck Behind camera- it is locked to a specific point on the plane and tracks the plane’s movements on its axes. However, this camera is locked to the cockpit.

# Loose follow

This camera stays behind the plane at all times, however it does not track yaw, pitch, or roll 1:1. There is a strong lag that doesn’t initiate a follow until a certain threshold, defined by the differential between the plane’s yaw/pitch/roll and the camera’s. This camera will never roll with the plane, keeping a mostly even horizon line with the world.

# Detached

The detached camera is a looser follow than the loose follow camera. The detached camera is concerned only with distance from the plane and trying to stay behind the plane with a healthy springiness.

This plane should allow for the user to do barrel rolls, spins, and loops without ever disorienting the player.

The camera should move slightly backwards during fancy maneuvers such as a loop- this is a tuneable that could be set when the plane’s pitch reaches a certain threshold. Another tuneable should be able to reset the camera when the plane’s pitches goes back below a threshold.