Tutorial 2: Camera Follow

This tutorial will set up the camera to smoothly follow the players movements

1: Create a script on the Main Camera called ‘CameraFollow’.

2: add the following variables

public Transform target; - add the player object into the target so the camera will follow the player.

public float smoothSpeed = 0.125f; - this is for how smooth and fast the camera moves with the player.

public Vector3 offset; - the offset will keep the camera pointing at the target.

3: inside the update function add –

target = GameObject.FindWithTag("Player").GetComponent<Transform>();

Vector3 desiredPosition = target.position + offset;

Vector3 smoothedPosition = Vector3.Lerp(transform.position, desiredPosition, smoothSpeed \* Time.deltaTime);

transform.position = smoothedPosition;

this will follow the player character very smoothly at your desired offset.