# Smooth Camera Guide

This document explains how to use the behaviors in this package to create a steady flow for the camera movement for a 3D Game, preferably a game that is a side scroller.

## Behaviors

* SmoothSpeed
* Target
* Offset
* DesiredPosition
* smoothedPosition

Smooth Speed

This behavior works to specify at what speed the camera will move towards the target object, this value can be customized to make it so the camera can move quickly towards the object or be a very slow movement towards it.

Intended use: value to specify the speed of the camera that follows the player.

### Target

This function serves to specify what object the camera will follow, this is just a placeholder value and it can be renamed or placed into any object, this value directly affects the value of the desired position so this value must not be altered.

Intended use: tell the desired position what object to follow.

### Offset

This is utilized to specify the changes in the X,Y and Z axis of the camera, by adding values to the different axis of the camera you can have different angles for the camera to follow, there is no need for rotation as the camera auto rotates towards the main object.

Intended use: Modify the position of the camera.

### Desired Position

Desired position specifies the position in which the target will be, this line of code mainly serves as the starting point from where the offset and the target are if there are any values you wish to make to affect the overall position at which the camera looks at and starts then it should be done in this line of code.

Intended use: specifies the position of the camera when starting the scene.

### Smoothed Position

This function serves to provide the smooth movement from the camera, it uses the speed of “smoothspeed” and it also specifies where the camera starts, the main core of this script is this section here.

Intended use: provide the smooth movement of the camera.

## Example Scenes

The Example folder contains a Unity scene set up for testing the behaviors in this package.

* Cameramovement

CameraMovement

This test utilizes a script I made in a previous package called “Move” and the camera movement, the player can move around the scene and play around with the offset in the attribute panel. When the player moves anywhere on the scene the camera does a smooth and quick transition of movement.