**Third Person Controller Tutorial**

Open up a new Unity 3D scene. Once open, create a 3D plane and set the scale to 2 in X, Y and Z. Make sure the position is 0 for X, Y and Z. Rename this to “Ground”.

Now create a 3D Capsule and set the position for X and Z to 0 with Y at 1. Rename this to “Player”.

(Give the two 3D objects two different materials if desired).

On the Players inspector, add a Rigidbody and under constraints; freeze the rotation on the X and Z axis.

Create a script in the assets folder called; ‘ThirdPersonCharacterController. Attach the script to the player object.

Open up the character controller script in your script writing software and type out the following **bold** code (before writing anything, delete the ‘void Start’ code):

public class ThirdPersonCharacterController : MonoBehaviour

{

**public float Speed;**

This determines the speed that the player will move. It can be changed in the inspector.

After you have written out that code, type out the following **bold** code:

void Update()

{

**PlayerMovement();**

}

**void PlayerMovement()**

**{**

**float hor = Input.GetAxis("Horizontal");**

**float ver = Input.GetAxis("Vertical");**

**Vector3 playerMovement = new Vector3(hor, 0f, ver) \* Speed \* Time.deltaTime;**

**transform.Translate(playerMovement, Space.Self);**

**}**

What the code above does is it allows the player to move along the X and Z axis using WASD or arrow keys to control it.

Go back into Unity and set the speed of the player in the inspector to 10. Test that it works.

Test to see if it works. You should be able to move the player around with the camera in all directions smoothly.