

Player Camera Control Package

What does this package do?

This package allows for player camera movement based on the mouse movement. The movement is based on looking side to side as well as up and down using an editable mouse sensitivity parameter in the inspector. The side to side movement rotates in a 360 degree circle whereas the up and down movement is clamped to 180 degrees, preventing the camera from looking too far behind at an unnatural angle.

What do you need?

You will need a gameobject that will make use of a player based camera movement within a 3D space via mouse control.

What limitations does this package have?

This package only moves a camera on the spot, so another script will be needed to move the actual camera in space. The up and down movement is clamped to a 180 degrees preventing complete rotations along that axis.

Sample Scene

The sample scene provided in this package has a player gameobject centred on a plane. The camera has been placed at a typical head level and is controllable via mouse interaction. The speed can be adjusted with the mouse sensitivity parameter in the inspector. A cuboid has been placed in the scene to aid in the visual movement of the camera.