Camera Document:

The process to use this package is very simple, just follow the steps below.

1. Open a Unity project and import the Camera package
2. Open the example scene

Graphical user interface, application

Description automatically generated

1. Insert any object you’d like the camera to follow into the scene, make sure you add it into the player game object that is highlighted below and delete the example player child object. Or you can use the pre-added Player if you like

A screenshot of a computer

Description automatically generated with medium confidence

1. Make sure the Cameraswitch game object has the Camera Switch Script on it

Graphical user interface, application

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1. On the Camera views object drag in your player from the hierarchy so that all the camera’s track the player while it moves around the environment as shown below

A screenshot of a computer

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1. When you play the scene clicking 2,3,4 and 5 would allow you to cycle through the different camera angles

If you’d like to change some of the camera angles that is possible, just click on one of the cameras in the hierarchy and move its position in the scene (make sure the game isn’t playing while you’re making the changes).

A screenshot of a video game

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