Camera with smoothing tutorial

This shows how to implement a camera with smoothing.

1. Add script onto the Main camera

Create a reference to the player under a transform, a public variable called "smoothSpeed" and give it a value 0.125f as well as a public vector3 called offset.

Create a LateUpdate void.

```
public Transform target;

public float smoothSpeed = 0.125f;

void LateUpdate(){

}
```

2. Apply the movement onto the function.

Under LateUpdate function add:

```
Vector3 desiredPosition = target.position+offset;

Vector3 smoothPosition = Vector3.Lerp(transform.position, desiredPosition, smoothSpeed);

transform.position = smoothedPosition;

transform.LookAt(target);
```

this will translate the position of the camera to the centre/ pivot of the player object at a rate which would allow it to have a certain smoothness.

Use the offset to change where you want the camera to look at.

If there's any problem with the camera lagging use FixedUpdate() instead of LateUpdate().