Tutorial – Dolly Track

in this tutorial we're going to have a look at how to create a Dolly track with a camera inside of unity. At the end it should look something like this:

What this allows you to do is to focus into a 3D object or a 2D object along a track. So, let us get started. What you'll need to do before we add the assets is to install the “Cinemachine” package, this can be found in the package manager.

Graphical user interface

Description automatically generated

Then click install and then you are done.

Next what we're going to do is to right click the assets and go into Cinemachine and then select the dolly track with the cart.

Graphical user interface, application

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What it does, is create a little track for a camera to go across.

A screenshot of a video game

Description automatically generated

There is a lot we can do with a dolly track but for this tutorial we are going to create a circle. Let's go into dolly track and add two more waypoints in the inspector.

A screenshot of a computer

Description automatically generated with medium confidence

Now you can set your waypoints to  go wherever you wish for them to go. The circle can be any size you wish but for  this tutorial we're going to go with this setup:

0. X= 200 Y= 0 Z= 200

1. X= 200 Y= 0 Z= 1300

2. X= 1300 Y= 0 Z= 1300

3. X= 1300 Y= 0 Z= 200

You will see it isn't a circle yet.

Radar chart

Description automatically generated with medium confidence

We will need it to be looped, click the box and you now have a circle.

A picture containing text

Description automatically generated

Now we can add the camera to broadcast  the image and with the track we need to add a virtual camera for the cinemachine  section to track any objects you may have.

Graphical user interface, application

Description automatically generated

Let's move the virtual camera to the dolly cart to  make it easier to see where it is.

Graphical user interface, text, application

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In virtual cam we can now add  the “Follow” and “Look At” assets. For follow add the dolly cart and for Look At, add any object you wanted to look at  so we're going to 3D object and  we're going to select the cube.

A screenshot of a computer

Description automatically generated with medium confidence

Back into the virtual cam and  select Cube for it to look at. Now the cube may be hard to see so just make it bigger.

When you move the cube, you can already see the camera  is readjusting to where the cube is. In dolly cart we can adjust the speed and the position of where the camera moves depending on what you’re using it for, I'm going to set it to 20.

Graphical user interface, application

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Now you can add a bit of directional light if you want it to be a little bit fancier go into light and select the directional light. Move it to your preferences.

And now you're done you have now created a dolly cart in unity.

A picture containing text, picture frame

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