**How to add a cutscene based on a trigger to your 3D game**

1. Install Cinemachine to your project by going to Window>Package Manager on the unity editor, search for cinemachine and click install.
2. Add a virtual camera to your scene, by going to Gameobject>Cinemachine>Virtual Camera. Add 3 of these and position them to the view that you want the cutscene to follow.
3. Create a timeline for your scene, to do this, create an empty game object called TimelineController. Then go to Window>Sequencing>Timeline. Select the TimelineController gameobject and on the timeline window click create. Save the timeline with any name.
4. Add a Cinemachine track by clicking the + button, and select cinemachine track. Drag the main camera from the hierarchy to where it says None (Cinemachine Brain). Now drag and drop the virtual cameras to the timeline. You can overlap the cameras for a smooth transition between them. Set them up how you’d like.

Now create a script called CutsceneEnter, and paste this script:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Playables;

public class CutsceneEnter : MonoBehaviour

{

public PlayableDirector \_timeline;

void OnTriggerEnter(Collider other)

{

\_timeline.Play();

}

}

1. Now to create a trigger, add a 3d object>Cube and call it trigger. Make sure Is Trigger is ticked in the box collider in your inspector. Add your cutscene enter script to it and drag the TimelineController gameobject from the hierarchy onto the Timeline section of your script.