

Topic/Title:



## Setting up the scene

Keywords/Questions:

Low Graphics Quality

Notes:

Go to project settings > Quality> Delete other settings just leave Low  
Set Anti aliasing to disabled.

Graphics Transparency set sort axis x = 0 y = 1 z = 0  
in 2D the z axis is not used. We use the y axis. The lower numbers  
are shown first.

Check if you are using  
VS 2019

Edit>external tools> preferences>External tool> vs 2019

PersistentScene

a persistent scene will remain loaded at all time and new scenes  
will be loaded and unloaded at run time.

File>saveas>call it persistent scene. Delete sample scene

Cinemachine Camera

Create VC rename Follow Player Ortographic size 8.4375

Set body to framing transposer. Keeps the character in screen.  
Set x damping =.7 y= .7 z=.7 keeps the camera from snapping.  
Set the death zone width .1 height .1  
Set aim to nothing

Set the main camera background to black.

Summary:

