

COMP2007 - Game Development

Week 4 - Code Exercises

Create camera rotation using the mouse around a target

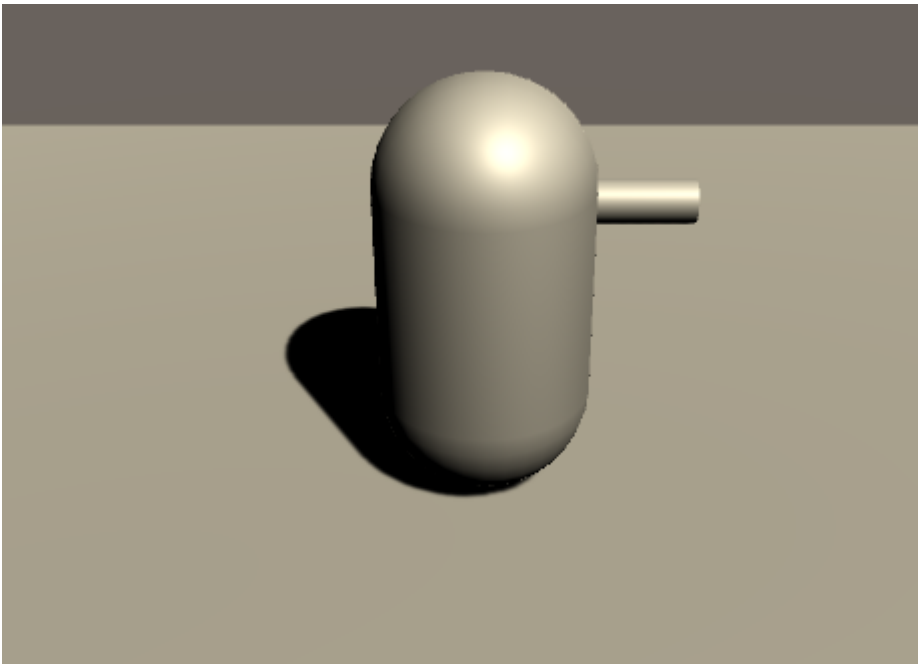
Create a script that rotates the camera around the player.

The camera must follow the player movements

The camera must be able to rotate around (or ORBIT) the player on the X and Y axes

Use the code in the third person camera example

Move the character and rotate the mouse around them on the X and Y axes



Tips

- Use the RotateAround method to orbit around a target
- You can access mouse X and Y input using Input.mousePosition
- Perhaps the camera transform could be a child of the player transform?
 - Transforms have a **localEulerAngles** property for local rotations or rotations within a hierarchy

Final thoughts

There are easier ways of achieving camera following with Cinemachine, which we will cover in a couple of weeks!

Cinemachine is a tool for working with cameras and facing targets, we can create a 3rd, 1st or top down camera using it easily.

Documentation link

<https://unity.com/unity/features/editor/art-and-design/cinemachine>

