

COMP2007 - Game Development

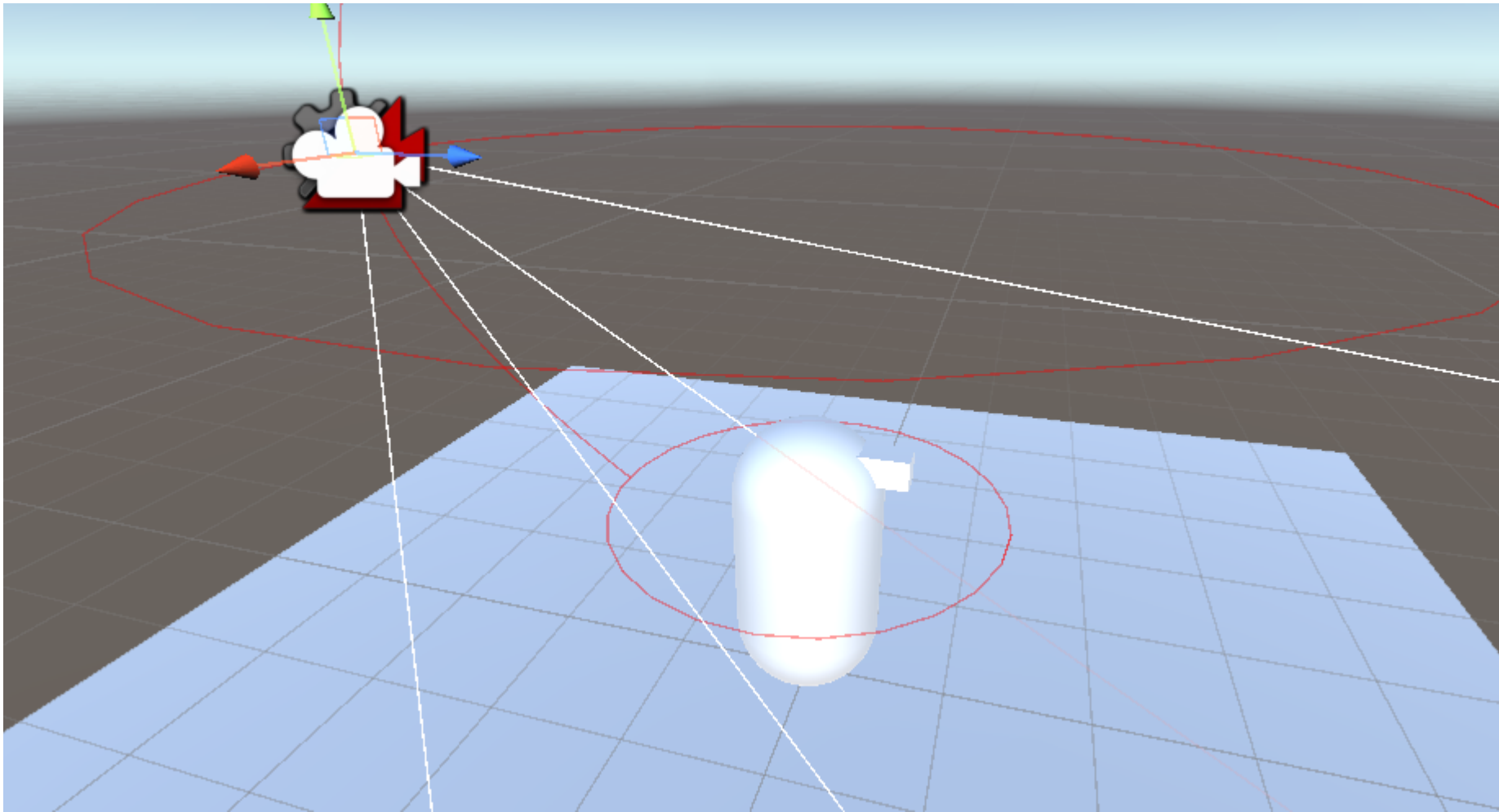
Week 6 - Code Exercises

Create a 3rd person camera with movement

Setup

- Open the 3D physics examples project provided on the DLE
- Create a new Scene in the project
- Add a **FreeLook** Camera from the top menu (GameObject -> Cinemachine -> FreeLook Camera)
- Add a ground and a player gameobject using a capsule or your preferred character model
- Add the included **MoveCharacter** component for keyboard + mouse movement

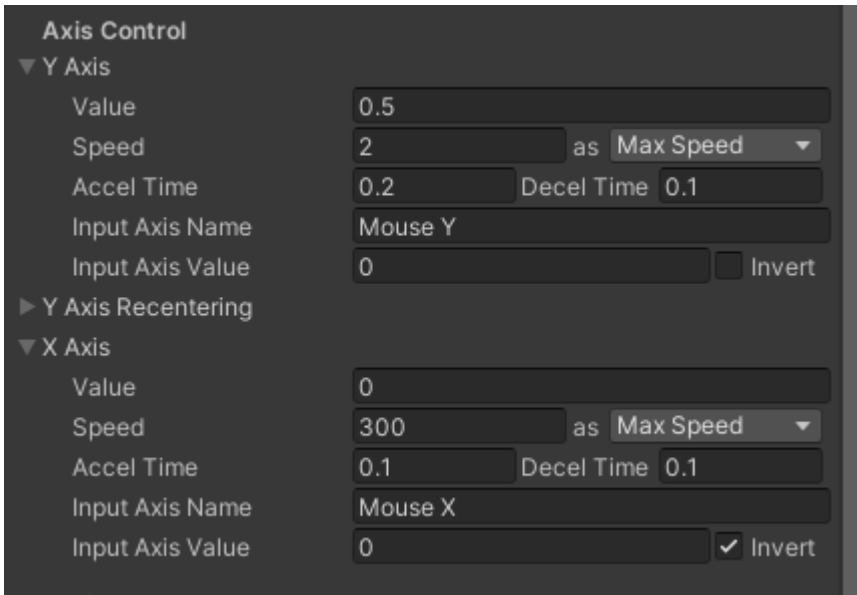
Follow the guidance on the video for setup of the camera for the camera setup below



The FreeLook camera uses 3 orbit rings (in red in the editor) to control distance from the player

TopRig	Height	4.5	Radius	1.75
MiddleRig	Height	2.5	Radius	3
BottomRig	Height	0.4	Radius	1.3

The FreeLook camera can use direct input from the Input Manager by using the name of the input.
At default the system uses the **Mouse X** and **Mouse Y** inputs to control orbit.
We can control the speed of rotation and invert the rotation, here we invert the X axis for more natural mouse control.





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