**Camera**

When rendering the game to the screen we will be using Unreal built in camera. With this we will mix in both a player controlled third person camera and a on rail camera transitions for when the player is within curtain areas.

**Anchors:**

When controlling through scripts, we will not be affecting the camera’s transform components directly. Instead we will be using linear interpolation to move the camera to specific anchors. These anchors would consist of empty game objects, ‘actors’ in the case for Unreal, with only there transform component attached. This will allow us to make transition between pre-placed camera anchors in the world a lot smoother. Due to this the ‘third person camera controller’ script will instead affect a camera anchor locked into the position the camera would usually be. Doing it this way again allows for a much smoother transition between pre-placed anchors and the player-controlled camera.