

ImpactLab - Maximizing your CS Skills

Lecture 8: Simple Platformer

Summer 2022

School of Computing
and Data Science

Wentworth Institute of
Technology



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Computing & Data Science

Cinemachine

How the camera reacts to the player is very important for any game.

You can certainly code your own camera controller to get exactly what you want.

However, I'm going to show you a built in solution:

Cinemachine

Window-> Package Manager
Find Cinemachine and install it.

Add the "CinemachineBrain" component to your Main Camera

Create an empty gameobject and add the "CinemachineVirtualCamera" component

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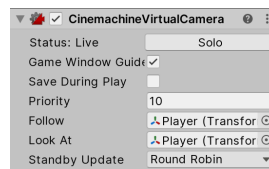
Cinemachine

Now the fun part:
Setting up the camera:

Click on your virtual camera

The virtual camera is now your main camera.

Set the Follow and Look At to the player gameobject.



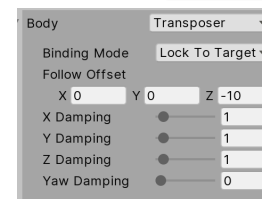
The virtual camera has many settings, most of which we won't mess with.

I certainly don't know every setting!

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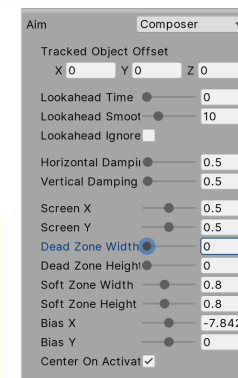
Cinemachine: Basic Settings

Many settings in the VCam can just be played with until you get the behavior you want.



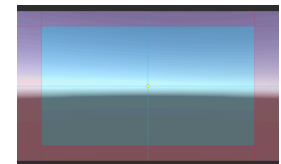
Set the body to "Transposer" and the Blending Mode to "Simple Follow with World Up".

These settings deal with how the "Camera Body" moves.



The "Aim" controls where the camera looks.

Play around with the Damping, Dead Zone, and Soft Zone sliders.



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Coming Up:

- That's All Folks!