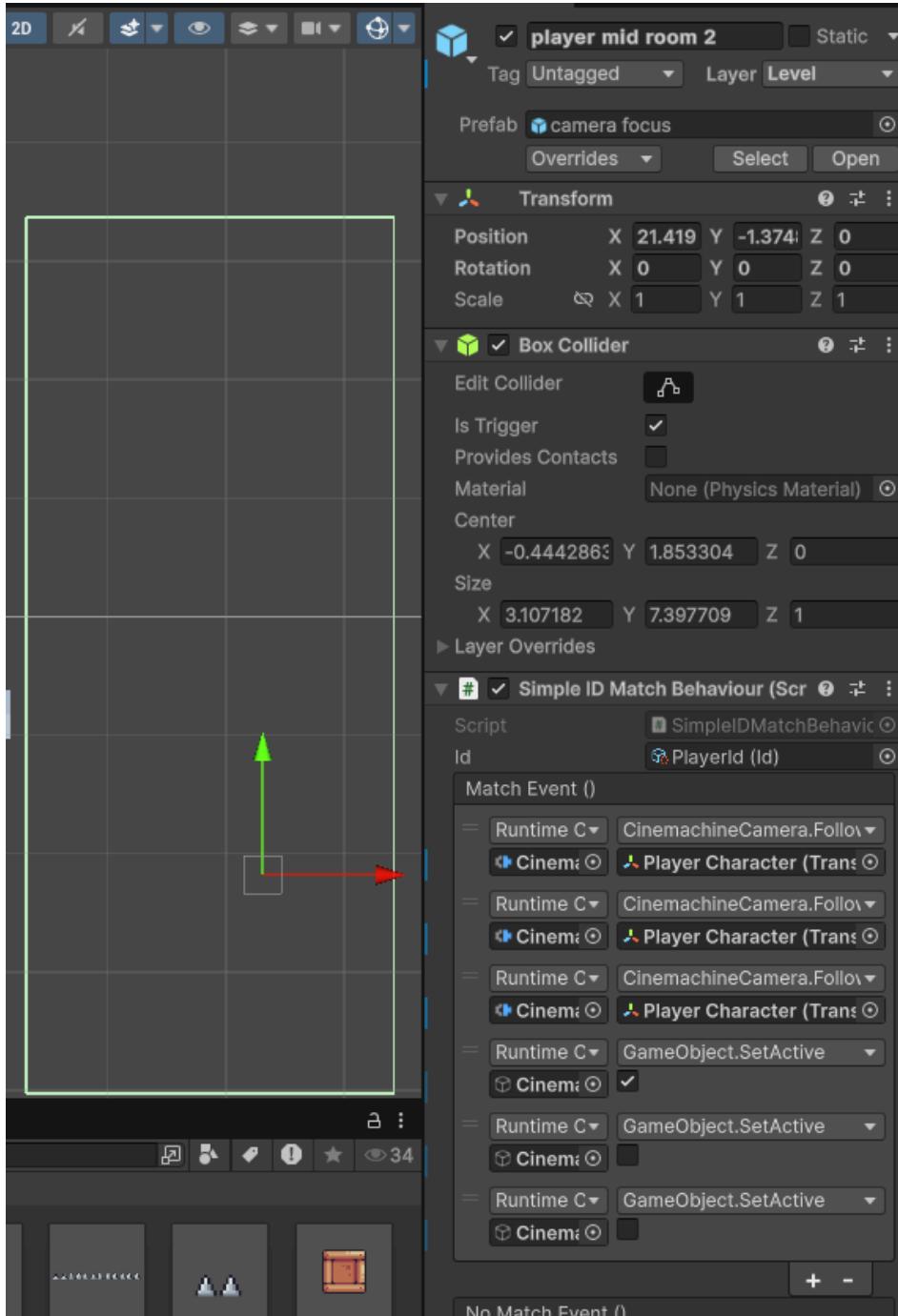
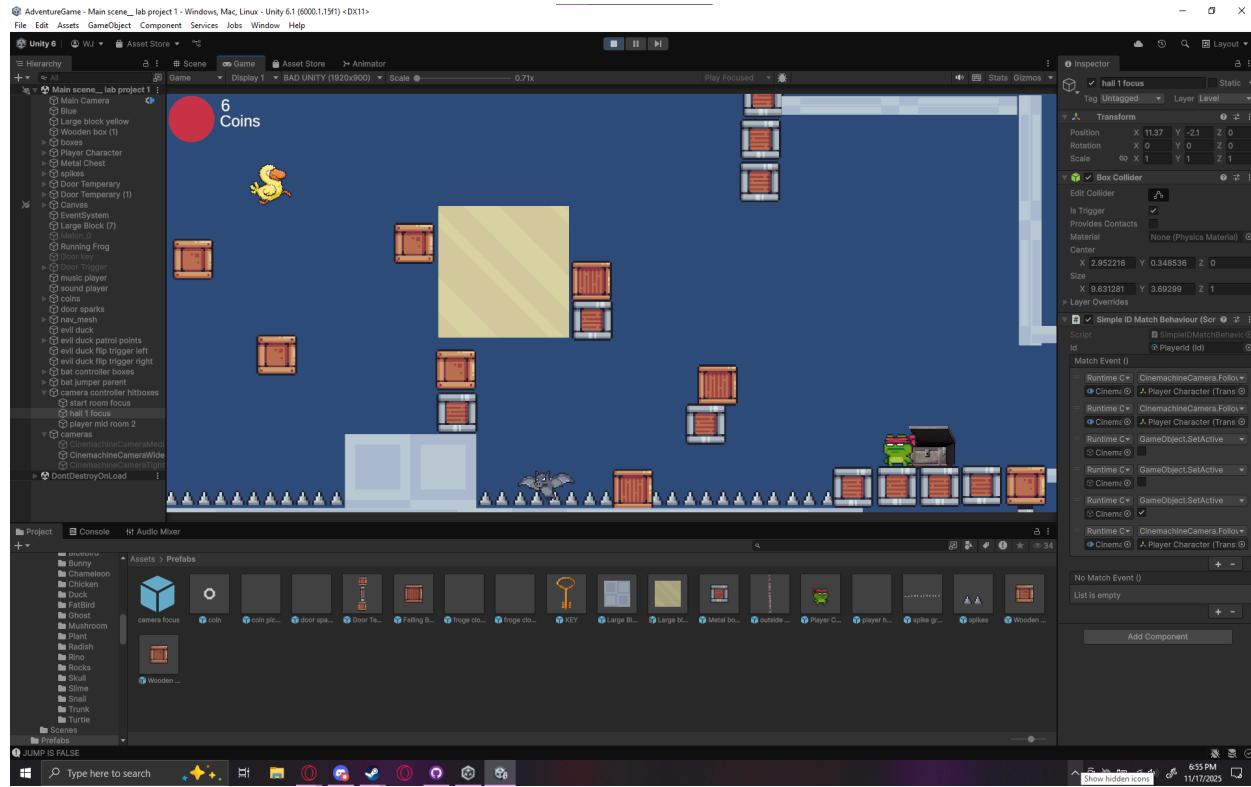


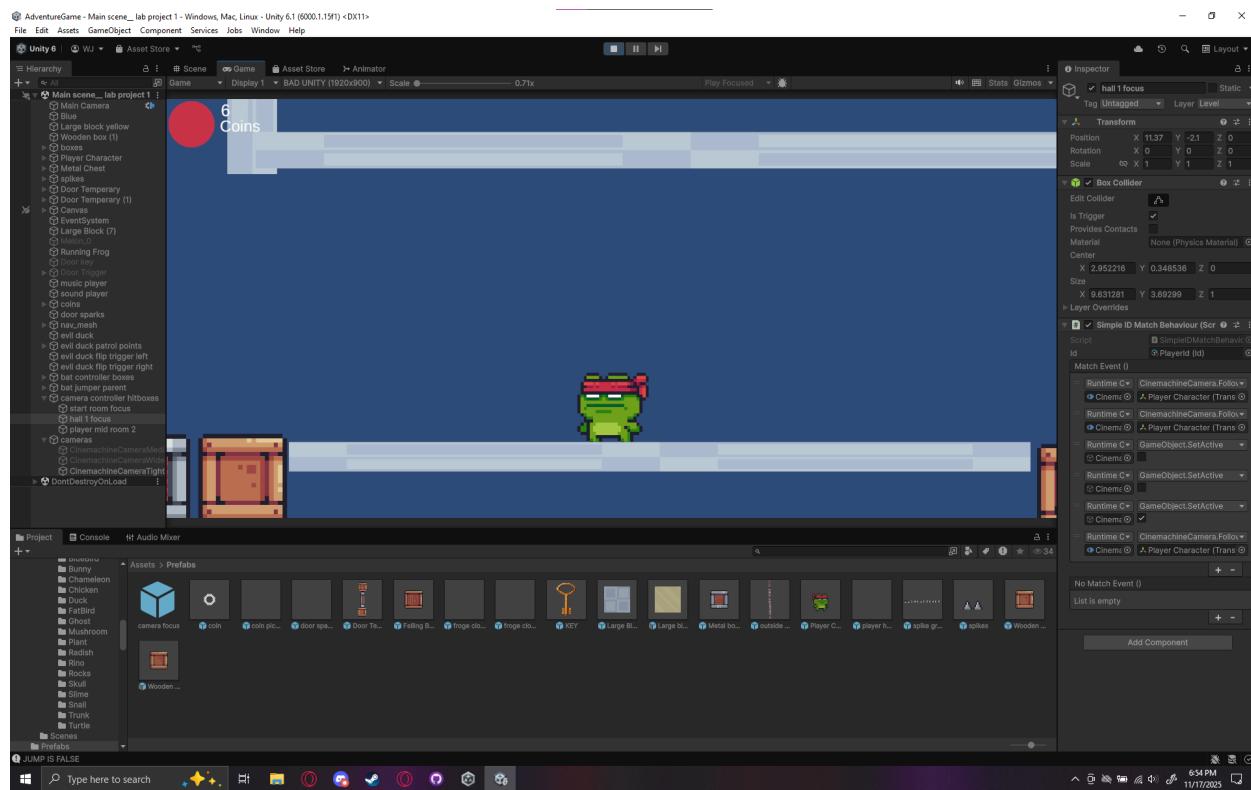
For the camera system I simply added a couple extra cameras with the lens behavior I wanted, and used triggers to swap between cameras to get the appropriate zoom.



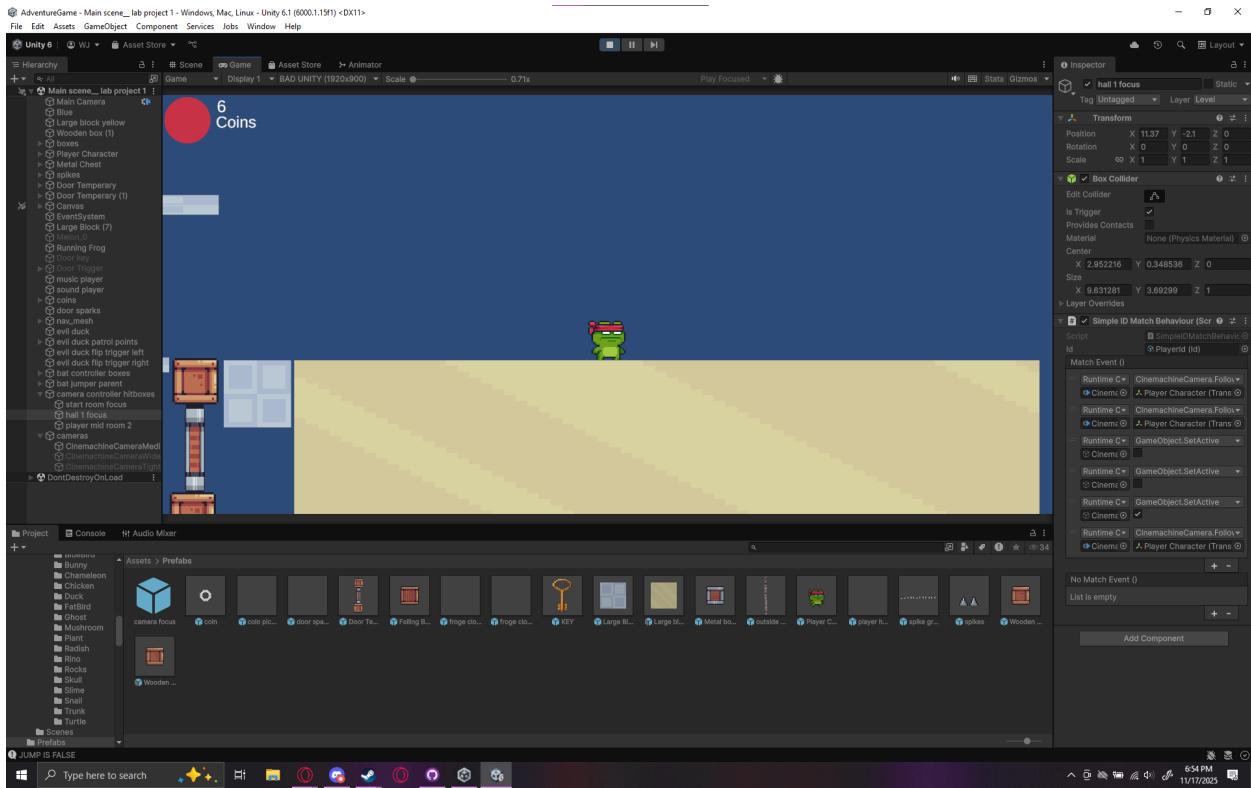
These hitboxes change the follow target for each camera, so the transition is always smoothed and attached to the correct target. It then disables the cameras with the lens lengths that aren't needed. The first two aren't prefabs because I didn't think of it until the third, but honestly the first two are already there, so I'm just going to leave them.



The beginning room focuses on the room rather than the player and zooms out to keep it in view since the room was originally designed around a static camera and doesn't blend with a follow camera.



In between the two rooms is a hallway that refocuses the camera onto the player and switches to a follow camera, as well as zooming in to the tight space.

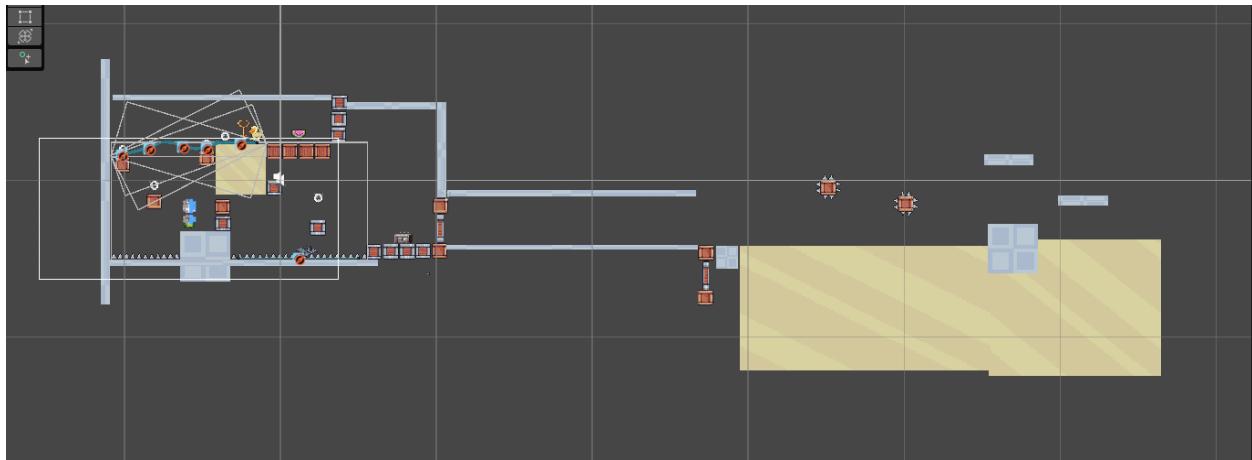


The final larger area switches to a mid zoom camera that is player focused and is set slightly above the player to allow for a sense of scale.

These states are all controlled by hitboxes placed in the spaces a certain camera is expected.



I also paved the way for the level to be greatly expanded in the future due to much more camera freedom.



Here is my github link:<https://github.com/Squishitron/Essentials>