# How to set up and start using **"**Third Person Shooter - Character Movement**"**

1. The first step to start using the "Third Person Shooter" package, make sure if you have installed the "**Cinemachine**" package, as well as "**ProBuilder**".
2. If you are not yet, go to "Windows > Package Manager" then search for "**Cinemachine**", and click on the "**Install**" button.
3. Once it's installed, do the same thing for the "**ProBuilder**"
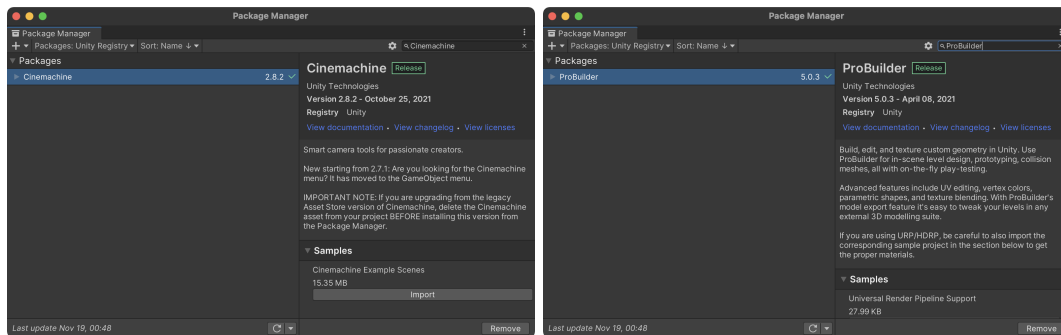
How to use **"**Third Person Shooter - Character Movement**"**

1. Download and import the asset package.
2. Go to the "**Demo**" scene and open it.
3. If you want to use your own custom model, replace it with "**Character**" inside of "**Third Person Shooter**".
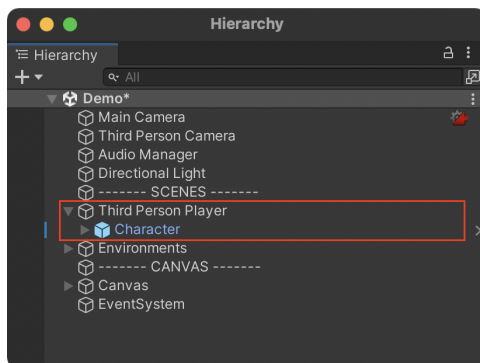
4. Once you replace it with your own custom model, don't forget to add the animator reference.
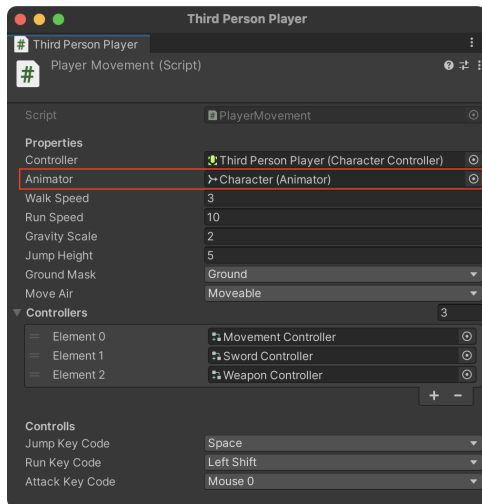
5. If you wish to add your custom animations to the character, go to "Custom > Controllers" and add all of your animations' references to these animator templates.
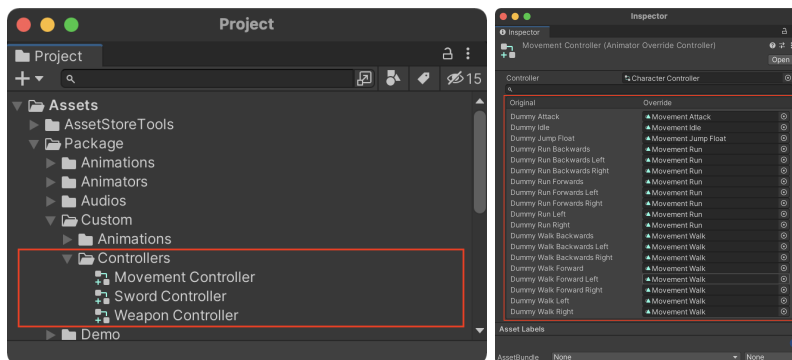
6. And finally, if you go back again to "**Third Person Shooter**", you're gonna find all properties of the controller, customs it as you wish, hit play, and enjoy!