5- Unity RPG- Camera Control

1. Drag the Main Camera in the Hierarchy to The Player. Now your camera follows the player in the Hierarchy.
2. The best way to do it is to create a script to follow the player. Drag the main camera back out. Go to “Edit”, “Project Settings”, then “Quality”. We are going to fix the lines in the game if you are using tile maps.
3. Under Anti Aliasing in Inspector, click Disable.
4. Under “assets”, Create a new Folder called “Materials”
5. Right Click, Create, And Material. Call It Sprite-PixelSnap.
6. Click on Shader in the inspector, Go to “Sprites”. Then Click Default. Turn on Pixel Snap.
7. Hold Shift, Grab all Your Sprites, and Drag Sprite-PixelSnap over to Material in the Inspector
8. Create a New Script in Your Scripts Folder under Assets. Call it “CameraController”.
9. This Script Will be used for Locking onto objects throughout the game. First, We will start with the Player. Add just public GameObject followTarget, then add it via step 10

public class CameraController : MonoBehaviour {

public GameObject followTarget;

private Vector3 targetPos;

public float moveSpeed;

void Start() {

}

void Update() {

targetPos = new Vector3(followTarget.transform.position.x, followTarget.transform.position.y, transform.position.z);

transform.position = Vector3.Lerp (transform.position, targetPos, moveSpeed \* Time.deltaTime);

}

}

1. Go back to Main Camera in your Hierarchy (to the left of the screen). Click “Add Component” at the bottom of Inspector. Add CameraController. Once compiled. Add the followTarget to the Player.
2. Set moveSpeed to 5 in the Inspector. Or more if you want the camera to lock onto the player a little more.