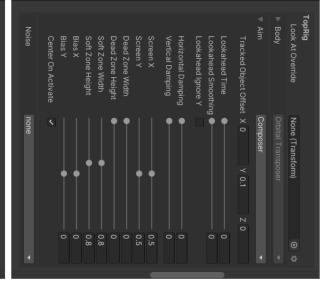
C mapacasas			0
CM ThirdPerson			Static ▼
Tag	▼ Laye	Layer Default	
∨ 🏃 Transform			⊕ †↓
Position	X 0.78 Y	2.04	Z -1.035067
Rotation	X 0 Y	0	Z 0
Scale	X 1		Z 1
🔻 🚄 🗸 CinemachineFreeLook	핝		6
Status: Live		Solo	
Game Window Guides	<		
Save During Play			
Priority	10		
Follow	♣ Cube CharacterController (Transf ⊙	terController (Transf ⊙ 🗢
Look At	♣ Cube CharacterController (Transf ⊙	terController (Transf ⊙ 🌣
Standby Update	Round Robin		
Common Lens	<		
⊽ Lens			
Field Of View		— 100	
Near Clip Plane	0.001		
Far Clip Plane	5000		2
Dacci			C
► Transitions			
Axis Control			
∀ Axis	ח		
Speed	10	as Max Speed	peed ▼
Accel Time			
Input Axis Name	Mouse Y		
Input Axis Value	0		✓ Invert
▼Y Axis Recentering			
Enabled			
Wait Time			
Recentering Time	2		
Value	0		
Value Range	-180 t	to 180	✓ Wrap
Speed	1000	as Max Speed	ipeed ▼
Accel Time	0.1	Decel Time 0.1	
Input Axis Name	Mouse X		
Input Axis Value	0		Invert
▼ Heading	Torgot Formard		
Definition	l arget Forward		
Bias			0
Recenter To Target Heading			
Binding Mode	World Space		
Spline Curvature			0.2
TopRig	Height 6	Radius	2 05
MiddleRig	Height 1.5	Radius	3.85
BottomRig	Height -0.3	Radius	3



	Lookahead Time Lookahead Smoothing (Lookahead Inore Y Horizontal Damping Vertical Damping Screen X Screen Y Dead Zone Width Dead Zone Height Soft Zone Height Soft Zone Height Bias X Bias Y Center On Activate	 ✓ Aim Com Tracked Object Offset X 0 	▶ Body	MiddleRig Look At Override
none		Composer X 0 Y 0.1		None (Transform)
		Z 0		

