Inspector

CM ThirdPerson

Tag Untagged | Layer Default

Static

Transform

Position | X 0.78 | Y 2.04 | Z -1.035067
Rotation | X 0 | Y 0 | Z 0
Scale | X 1 | Y 1 | Z 1

CinemachineFreeLook

Status: Live | Solo
Game Window Guides
Save During Play
Priority | 10
Follow | Cube CharacterController (Transf
Look At | Cube CharacterController (Transf
Standby Update | Round Robin
Common Lens
Lens
Field Of View | 100
Near Clip Plane | 0.001
Far Clip Plane | 5000
Dutch | 0

Transitions
Axis Control
Y Axis
Value | 0.5
Speed | 10
Accel Time | 0.2
Input Axis Name | Mouse Y
Input Axis Value | 0
Invert

Y Axis Recentering
Enabled
Wait Time | 1
Recentering Time | 2

X Axis
Value | 0
Value Range | -180 to 180
Speed | 1000
Accel Time | 0.1 | Decel Time 0.1
Input Axis Name | Mouse X
Input Axis Value | 0
Invert
Wrap

Heading
Definition | Target Forward
Bias | 0

Recenter To Target Heading
Bias | 0

Orbits
Binding Mode | World Space
Spline Curvature | 0.2
TopRig | Height 6 | Radius 2
MiddleRig | Height 1.5 | Radius 3.85
BottomRig | Height -0.3 | Radius 3

TopRig
Look At Override | None (Transform)
Body | Orbital Transposer
Aim | Composer
Tracked Object Offset X 0 | Y 0.1 | Z 0
Lookahead Time | 0
Lookahead Smoothing | 0
Lookahead Ignore Y
Horizontal Damping | 0
Vertical Damping | 0
Screen X | 0.5
Screen Y | 0.5
Dead Zone Width | 0
Dead Zone Height | 0
Soft Zone Width | 0.8
Soft Zone Height | 0.8
Bias X | 0
Bias Y | 0
Center On Activate
Noise | none

MiddleRig
Look At Override | None (Transform)
Body | Orbital Transposer
Aim | Composer
Tracked Object Offset X 0 | Y 0.1 | Z 0
Lookahead Time | 0
Lookahead Smoothing | 0
Lookahead Ignore Y
Horizontal Damping | 0
Vertical Damping | 0
Screen X | 0.5
Screen Y | 0.55
Dead Zone Width | 0
Dead Zone Height | 0
Soft Zone Width | 0.8
Soft Zone Height | 0.8
Bias X | 0
Bias Y | 0
Center On Activate
Noise | none

BottomRig
Look At Override | None (Transform)
Body | Orbital Transposer
Aim | Composer
Tracked Object Offset X 0 | Y 0.1 | Z 0
Lookahead Time | 0
Lookahead Smoothing | 0
Lookahead Ignore Y
Horizontal Damping | 0
Vertical Damping | 0
Screen X | 0.5
Screen Y | 0.6
Dead Zone Width | 0
Dead Zone Height | 0
Soft Zone Width | 0.8
Soft Zone Height | 0.8
Bias X | 0
Bias Y | 0
Center On Activate
Noise | none

Extensions
Add Extension | (select)

Cinemachine Collider (Script)

Obstacle Detection
Collide Against | Default
Ignore Tag | Player
Transparent Layers | Nothing
Minimum Distance From Tar | 0.1
Avoid Obstacles
Distance Limit | 0
Minimum Occlusion Time | 0
Camera Radius | 0.1
Strategy | Pull Camera Forward
Smoothing Time | 0
Damping | 0
Damping When Occluded | 0

Shot Evaluation
Optimal Target Distance | 0