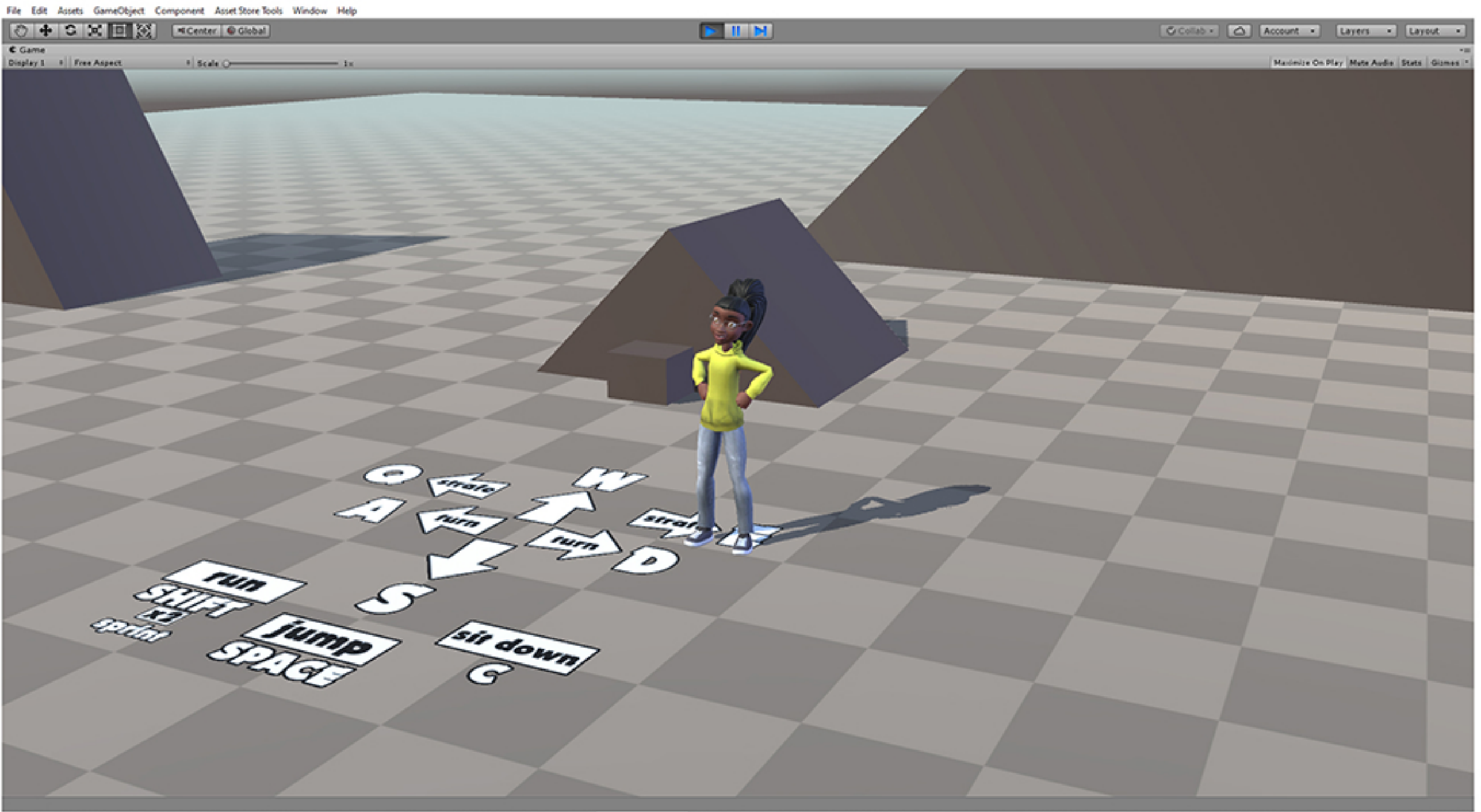# *D*emoscene: navigation3D

This a scene used to test the animations in a 3d enviroment.

In this scene you will find a character TTGirlB.
You can control her using:

W	move forward
S	move backwards
A	turn left
D	turn right
Q	strafe left
E	strafe right
space	jump
shift	run
shift when runing	sprint
C	sit down (if posible)

The character uses a script: *TTCharacterController3D* (in the scripts folder)
and uses an animation controller: *girl3D* or *boy3D*
(in the scripts folder).

There is another character deactivated and ready to be used TTBoyA.

If you want to test any other character you will have to place it in the scene
and add this components:
-rigidbody
-capsule collider
-animator with the animator controller *boy3D* or *girl3D*
and
-the script *TTCharacterController3D*
-tag the character as Player.

The camera is a child of an empty object nemed CameraTRIPOD,
this uses a script *TTcamera3D* (in the scripts folder), the view will follow
the active character with the tag player.

Any doubts? Please write me on my email address: jbgarraza@jb3d.es