Keeping this as a document for my learning of Godot to make my Katamari\_Clone for a game jam, this is very much ad-hoc, no structured tutorials to complete a project, very much just going to slap this together…

# Used this for orbiting/navigating 12:07

<https://www.youtube.com/watch?v=CI-cVKuSD1s&list=PLda3VoSoc_TTp8Ng3C57spnNkOw3Hm_35>

Mouse wheel, and shift key is all you need to know.

~~Orbiting Camera Around player (Ball)~~

[~~https://www.youtube.com/watch?v=Bch-OagnX1E&list=PLqbBeBobXe09NZez\_1LLRcT7NQ9NfUCBC&index=3~~](https://www.youtube.com/watch?v=Bch-OagnX1E&list=PLqbBeBobXe09NZez_1LLRcT7NQ9NfUCBC&index=3)

~~Had to use some slightly different code, like the exception doesn’t exist in the Godot 4.0 camera, since clipping camera no long exists, but the idea of a camera with a horizontal node and a vertical node makes sense. Generally everything is the same.~~

Nope Above tutorial was garbage and I can’t keep using a godot 3.0 tutorial and trying to upgrade it to 4.0. Something WILL BREAK. I was able to use some of the code, but I feel like refactoring what I have the moment I find something better:

# Basic Platformer, should have camera controls…

<https://www.youtube.com/watch?v=sVsn9NqpVhg>

For floors and stuff you want to be static body 3d, just make a mesh and then click mesh->tri-mesh and done. Same can be done with rigidbody3D