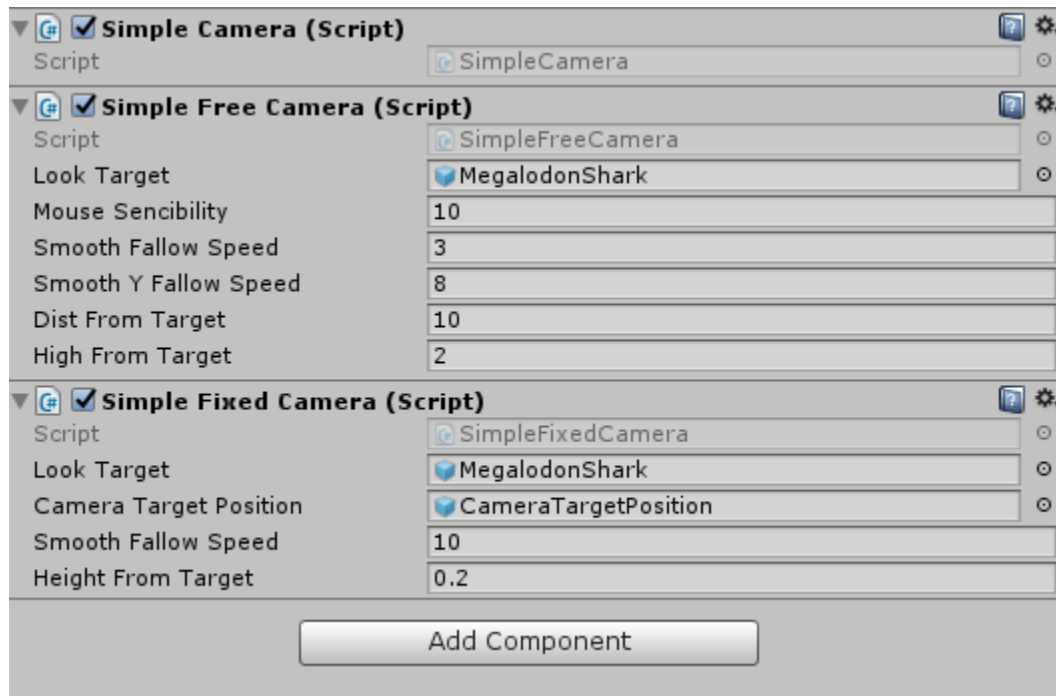


# Simple Camera

## CAMERA SCRIPT

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The camera presents 3 simple scripts.



- The first works as a switch, if we press C , the camera change the mode from fixed to free.

Next (Currently the script can be used with any unity project, they are generic):

- Add the functionalities of zooming in and out of the camera.
- Avoid obstacles.