**Learning the Interface**

About the windows of the editor and some basic tools. Show the use of tools by adding a cube to the scene.

Learning resource: <https://docs.unity3d.com/Manual/UsingTheEditor.html>

**Importing Assets**

Resize the cube to make a suitable ground and add material color to it. Then import First Person Asset.

Starter First Person: <https://assetstore.unity.com/packages/essentials/starter-assets-firstperson-updates-in-new-charactercontroller-pa-196525>

**Configuring First Person Camera**

Delete the main camera from scene. Add an empty game object named FPP. Make sure empty gameobject has all position and rotation 0. From Starter Assets/First Person/Prefabs, add player capsule, Main Camera and player follow camera inside FPP. Inside Player follow camera, in follow choose PlayerCameraRoot.

Say about the game view and about changes are not permanent in there, but it is good for testing. Also, change the sprint speed, jump height etc. properties of player capsule and demonstrate.

**Configuring Third Person Camera**

Third Person Camera: <https://assetstore.unity.com/packages/essentials/starter-assets-thirdperson-updates-in-new-charactercontroller-pa-196526>

Remove the FPP object and add another object TPP. Import PlayerArmature, PlayerFollowCamera, Main Camera inside TPP. Make PlayerFollowCamera follow PlayerCameraRoot.

Example Character: <https://assetstore.unity.com/packages/3d/characters/humanoids/lowpoly-survival-character-rio-273074#description>

For changing the avatar, right click on PlayerArmature, goto prefab and unpack completely. Delete armature mesh from geometry and replace it with your character. On Inspector window of PlayerArmature, replace Avatar with your player avatar.

For solving pink color, go to material and on inspector change pipeline to standard