3rd Person Controller – Basic Locomotion LITE

Thank you for support this asset, we develop this template because a lot of developers have good ideas for a 3rd Person Game, but build a Controller is really hard and takes too much time.

The goal on this project was always to deliver a top quality controller that can help those who wants to make a Third Person Game but are stuck trying to make a controller.
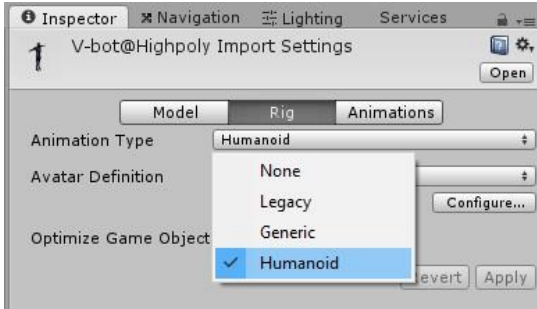
With this template, you can setup a 3D Model in just a few seconds, without the need of knowing hardcore code or wasting time dragging and drop gameobjects to the inspector, instead you can just focus on making your game.
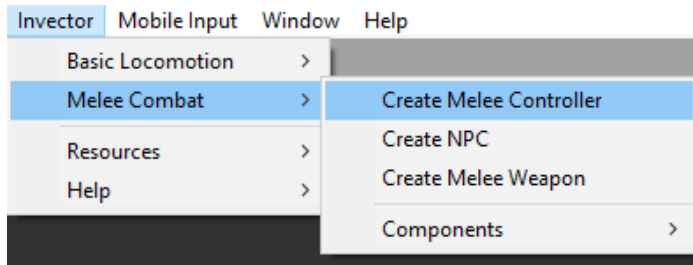
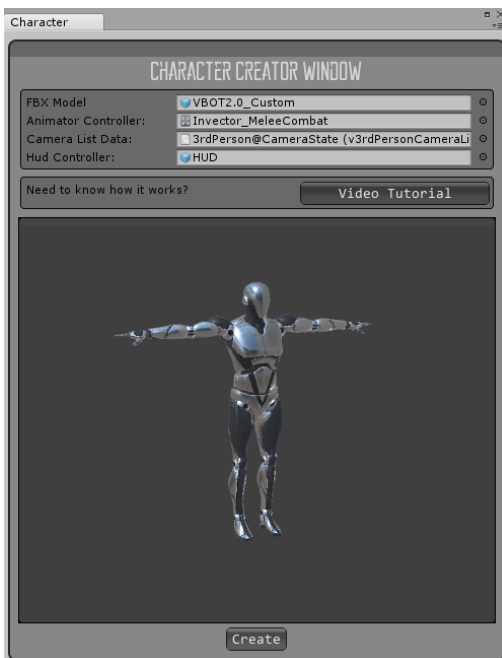--- Invector Team ---

CREATING A NEW MELEE CHARACTER FIRST RUN

Make sure that your fbx character is set up as **Humanoid**

To setup a new character, go to the tab *Invector > Basic Locomotion t > Create New Character*
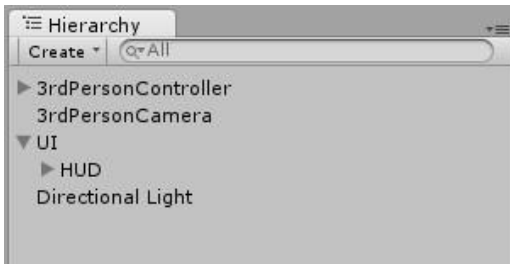

Make sure your Character is **Fully Rigged** and set up the FBX as a **Humanoid**, then assign the FBX to field "Humanoid" and click on the button "Create 3rd Person Controller".

Ps Make sure to select the **Invector_BasicLocomotionLITE** as your Animator Controller, you can find the file at the folder: Basic Locomotion > Animator, or just click on the little circle icon.*

Done.

You don't have to do anything like dragging scripts, assign empty slots, etc… the **Character Creator** will take care of all the hard work automatically and set up everything for you. It will create the **3rdPersonController**, **3rdPersonCamera**.

The script will also adjust your Capsule Collider settings based on your model proportions, if the capsule gets the wrong size, make sure that you rig is correct, and that your **model is using SCALE 1**.

 Hit Play and enjoy ☺

AssetStore: https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:13943
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vWebsite: http://www.invector.xyz/

Email: inv3ctor@gmail.com