Super Mario 3d world level 1-1- I like the locked down camera in most of this game. It’ll need to be adjusted and locked down a little more.

<https://www.youtube.com/watch?v=0_k_UeDVuao>

Link’s Awakening turtle shrine – I like the vertical puzzle demonstration for this camera view

<https://www.youtube.com/watch?v=1yq-dezuXJg>

A link between world’s wind shrine – Another great use of vertical layers.

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

Mario 64: Bomb omb battlefield- The idea for the enemy but using the bombs to move around a bit more

<https://www.youtube.com/watch?v=mHBfzdUC2EU>

Wipeout obstacle course- More great examples of obstacle course design

<https://www.youtube.com/watch?v=MqGh1sTpZPg>

Wipeout obstacle course002- obstacle course design

<https://www.youtube.com/watch?v=L6xyKDYsanQ>

Crash Bandicoot bridge level 9:32- Good example of fixed camera with 3d platforming

<https://www.youtube.com/watch?v=xpIUkUd1MqE>

Links awakening Dungeon design- Examples of more dungeon and camera moving.

<https://www.youtube.com/watch?v=6ZOBd-LhnnQ>