

# *Your New Camera Controller Package*

Included is three main camera systems and a custom character controller. In a few short steps, you will be able to begin tweaking the many settings in each camera to fit the specific needs of a multitude of your projects. You now have an excellent basis for quick-iteration testing for your future games. So let's go ahead and get it up and running for you!

Step 1. Import

Step 2. Open the scene found in the package.

Step 3. Press Play.

Step 4. Click on each camera from the run-time control panel UI and press the 'Restore Defaults' button to initialize PlayerPrefs for your camera settings.

**The next step is if you want to begin using your camera preferences with your own custom target/character.**

Step 5. From your hierarchy, click on your camera. Look in the inspector view and note all camera scripts are attached to this camera. The Standard Camera and Top Down Camera scripts both have a field called 'Target' which is empty. Click and drag your character from the hierarchy into the 'Target' field for both of these scripts.

Step 7. If you test in a new scene, make sure you grab the camera prefab and the CameraSettingsCanvas prefab and place them into the hierarchy.

Step 8. If you want to use the obstruction fading option on a custom character, add the ObstructionHandler component to the object on your character that uses either a Mesh Renderer or Skinned Mesh Renderer.

## *Personal and Commercial Usage of This Package*

You may use this package to assist you in any of your projects - commercial or personal. Feel free to share with me how you are using this package and how it has helped you!

Email me at: [darren@renaissancecoders.com](mailto:darren@renaissancecoders.com) to chat or ask questions.

Don't forget to leave a review on the asset store page if you love the asset. Thanks!

