Downloadable package: Cinemachine integration

Thanks for downloading the Cinemachine integration package for Adventure Creator. Cinemachine is a Unity package that provides an advanced camera control system. This package provides a number of scripts and prefabs to help bridge the gap between the two assets.

To install, import this package and navigate to the **AdventureCreator -> Downloads -> Cinemachine integration** folder in the Project window. Select the **Template_CinemachineIntegration** asset file and click **Apply** in its Inspector to update your game.

The following prefabs will be added to the Scene Manager:

Cinemachine Brain

A variant of Cinemachine's CinemachineBrain that can be switched to like a regular GameCamera using the **Camera: Switch** Action, or the Scene Manager's **Default Camera** field.

Cinemachine Mixer

A group of Cinemachine cameras that can be switched between using the provided **Camera: Cinemachine** Action.

Cinemachine vCam

A Cinemachine Virtual Camera whose position and rotation will be automatically saved. Its priority can be set using the provided **Camera: Cinemachine** Action.

The following components are also available:

Remember Cinemachine VCam

Attach this to a Cinemachine VirtualCamera to save its priority and position. When attached to a Cinemachine Mixing Camera, it will save its Child Camera weights.

Remember Cinemachine Dolly Cart

Attach this to a Cinemachine Dolly Cart to save its speed and position along the track

Parent To Spawned Player

If your Player is spawned in at runtime via the Settings Manager, you can use component this as a placeholder for the Player in VirtualCamera **Follow** and **Look At** fields. When the Player is spawned in, the GameObject it is attached to will be parented to the Player with a given local offset.