Preventing Gun Clipping through use of a second a camera

Needed elements

1) Player Character
2) Main Camera
3) Gun Camera
4) Guns

```
▼ player
  ▼ Main Camera
    ▼ Gun Camera
      ▼ gunholder
        ► M4A1 Sopmod
        ► UMP-45
```

Gun, Gun Camera & GunLayer

Create a new camera object and name it Gun Camera.

Create a new layer and name it GunLayer.

Change Gun's layer to GunLayer.

Change Gun Camera's layer to GunLayer.

Gun Camera

Change Gun's layer to GunLayer, too.

Set its clear flags to depth only and its culling mask to GunLayer only.

Make sure its rotation is the same as your main camera, but its position should be the same as the object holding the guns.

Remove the gun camera's audio listener. They will be handled by the Main Camera.

Set the far plane to as far out as your gun's object goes.

Make sure that Gun Camera's depth is bigger than the Main Camera's depth.