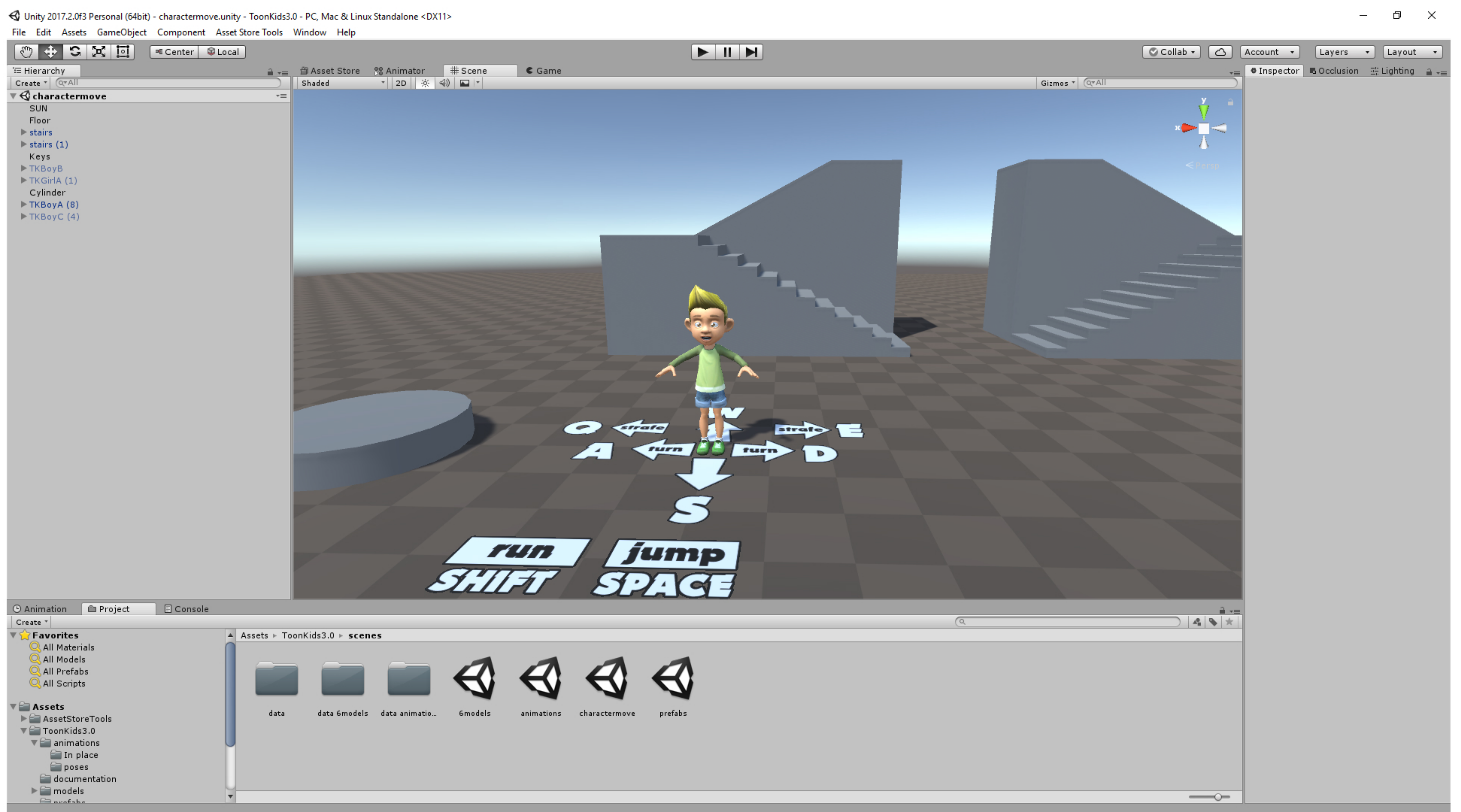


# Charactermove demo scene.

This a scene used to test the animations.



In this scene you will find a character. You can control him using

W move forward  
S move backwards  
A turn left  
D turn right  
Q strafe left  
E strafe right  
space jump  
shift run

You can control the camera moving the mouse and using the mousewheel.

The character uses a script: *charactermove* (in the scripts folder)  
and uses an animation controller: *characternavigation* (in the scripts folder)

It has linked an empty object: *cameraaxis* with a script: *camerarotate* (in the scripts folder)

and it has linked the camera with its own script: *camerazoom* (in the scripts folder)

There are three more kids deactivated and ready to be used, just remember to link the cameraaxis object to the character you want to use.

If you want to test any other kid you will have to place it in the scene and add this components:

- rigidbody
- capsule collider
- animator with the animator controller characternavigation
- and
- the script charactermove
- and link the cameraaxisobject if you want the camera to follow the character.

Any doubts? Please write me on my email address: [jbgarraza@jb3d.es](mailto:jbgarraza@jb3d.es)