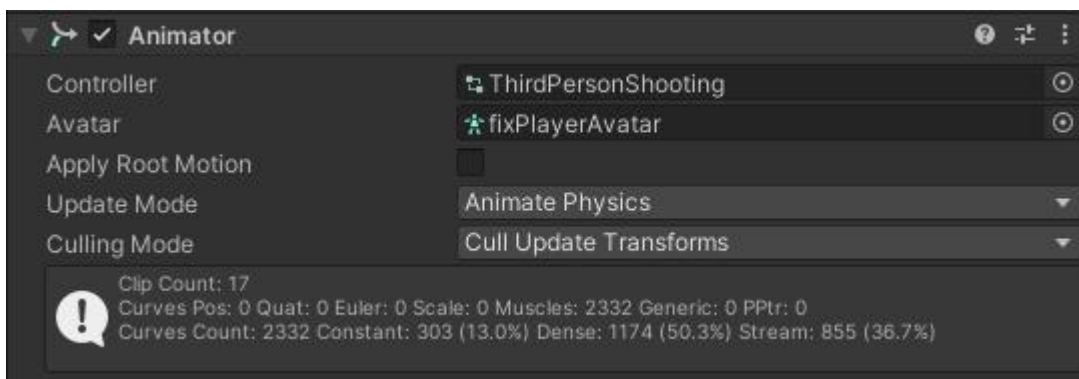


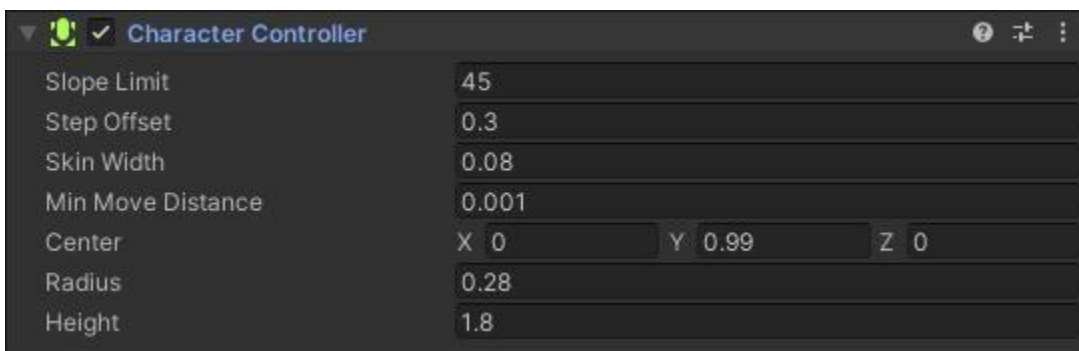
Quick Third Person Shooting System | Third Person Shooter

PLAYER CONFIGURE

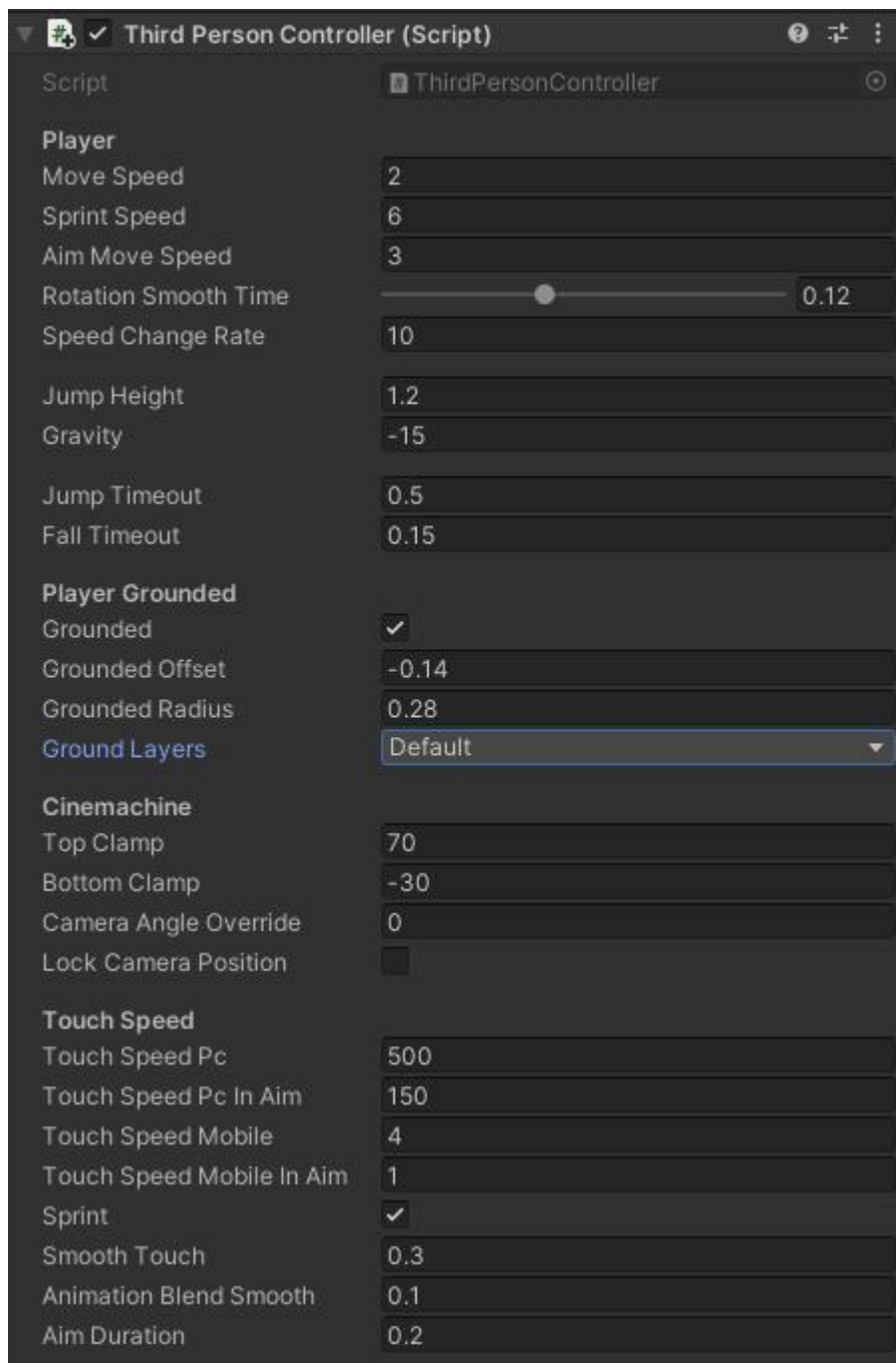
- Install packages “Cinemachine” and “Animation Rigging” from package manager.
- Add a new layer named “Player” to your project.
- Setup your new scene.
- Delete the Main Camera from your scene.
- Goto “GeeZyyGames” ---> “ShootingKit” ---> “Prefabs” folder. And drag and drop these following prefabs into your scene.
 - Cameras
 - Managers
- Drag your player character into your scene.
- Make sure your player character rig type is set to **Humanoid**.
- Assign the both “Player” **tag** and **layer** to your player.
- Attach these components on your player character
 - Animator
 - Character Controller
 - ThirdPersonController (Script)
 - PlayerHealth (Script)
- Drag drop the **ThirdPersonShooting** animator into your animator controller.
- Uncheck the “Apply Root Motion” and set “Animate Physics” for Update Mode.



- Set your character Controller Radius, Height and Center Positions according to your character.



- Set Ground Layers to “Default” in **ThirdPersonController** Script.

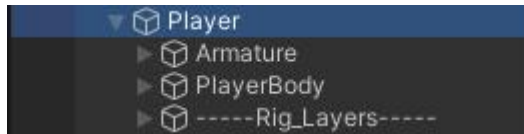


- Set your player health and drag drop your damage sound effect.

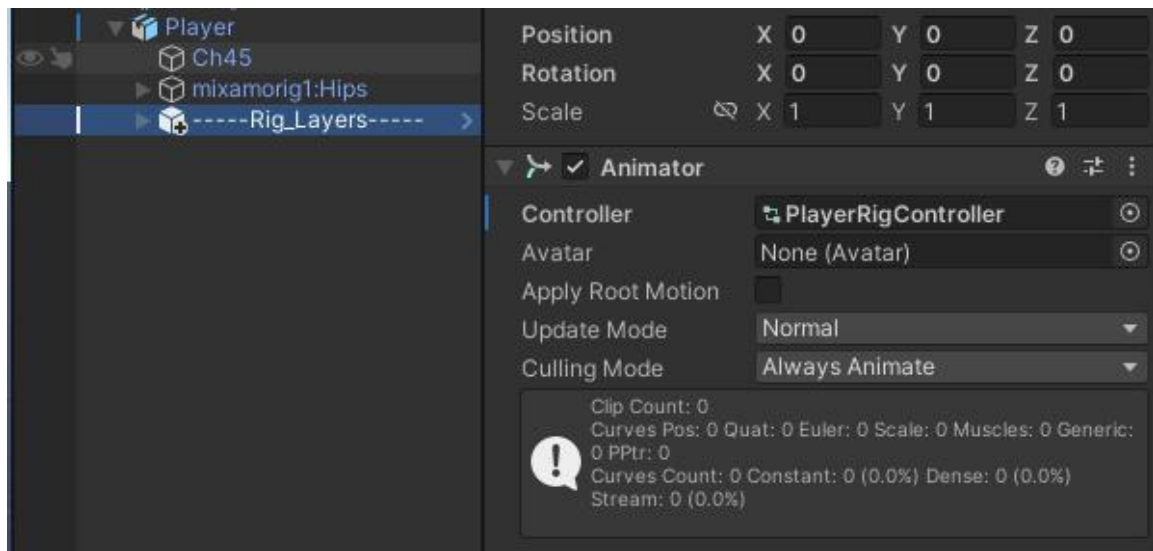


RIG SETUP

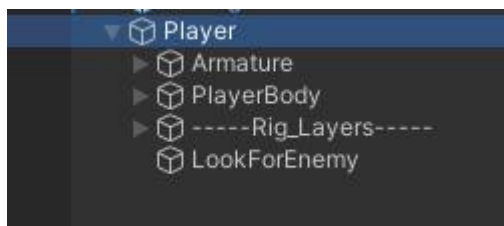
- Goto “GeeZyyGames” ---> “ShootingKit” ---> “Prefabs” folder. And drag and drop “---Rig_Layers---” object into your player character child.



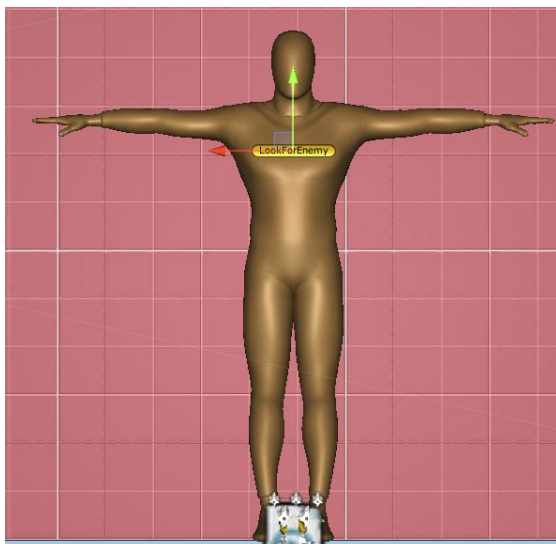
- Select “---Rig_Layers---” object and Drag drop the **PlayerRigController** animator into your animator controller.



- Goto “GeeZyyGames” ---> “ShootingKit” ---> “Prefabs” folder. And drag and drop “LookForEnemy” object into your player character child.

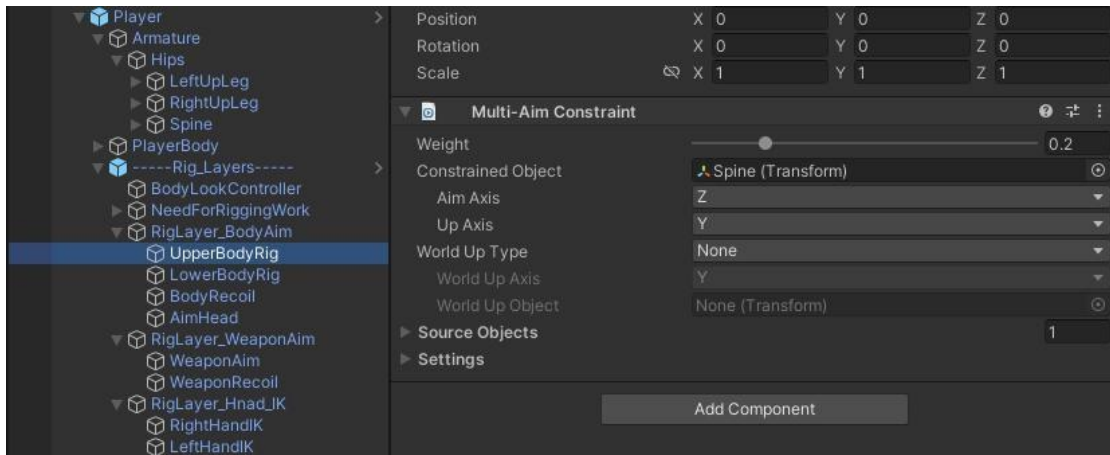


- Select the “LookForEnemy” object and set its position above the player chest

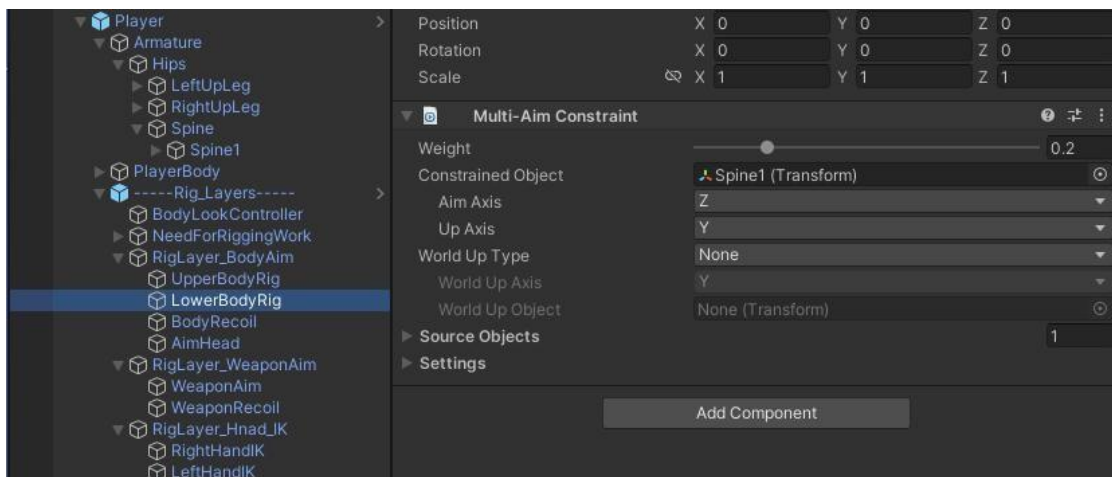


BODY IK

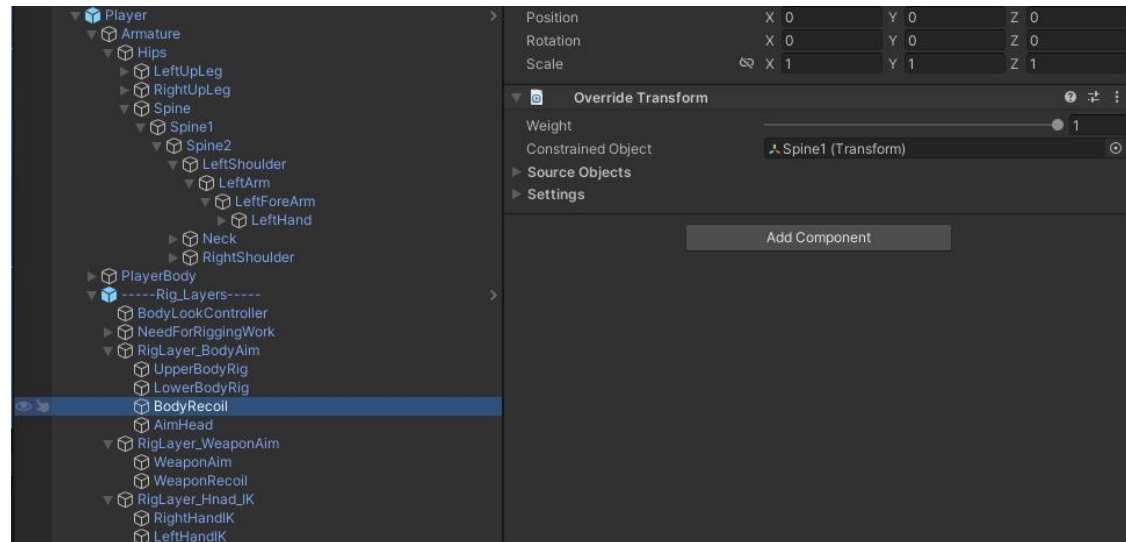
- Goto “---Rig Layers---” ---> “RigLayer_BodyAim” ---> “UpperBodyRig” drag and drop your character “spine” rig into the “Constrained Object”.



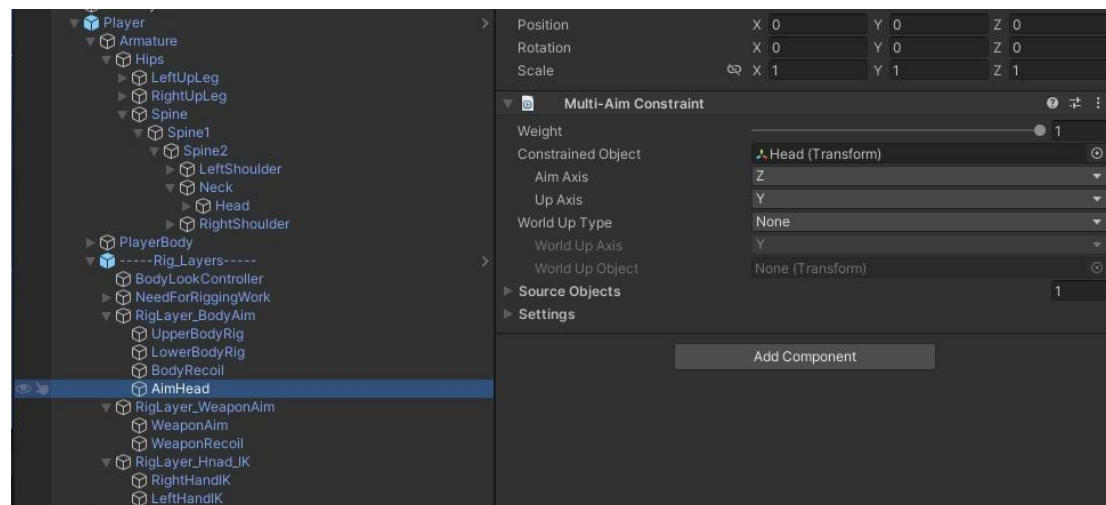
- Goto “---Rig Layers---” -> “RigLayer_BodyAim” -> “LowerBodyRig” drag and drop your character “spine1” rig into the “Constrained Object”.



- Goto “---Rig Layers---” -> “RigLayer_BodyAim” -> “BodyRecoil” drag and drop your character “spine1” rig into the “Constrained Object”.

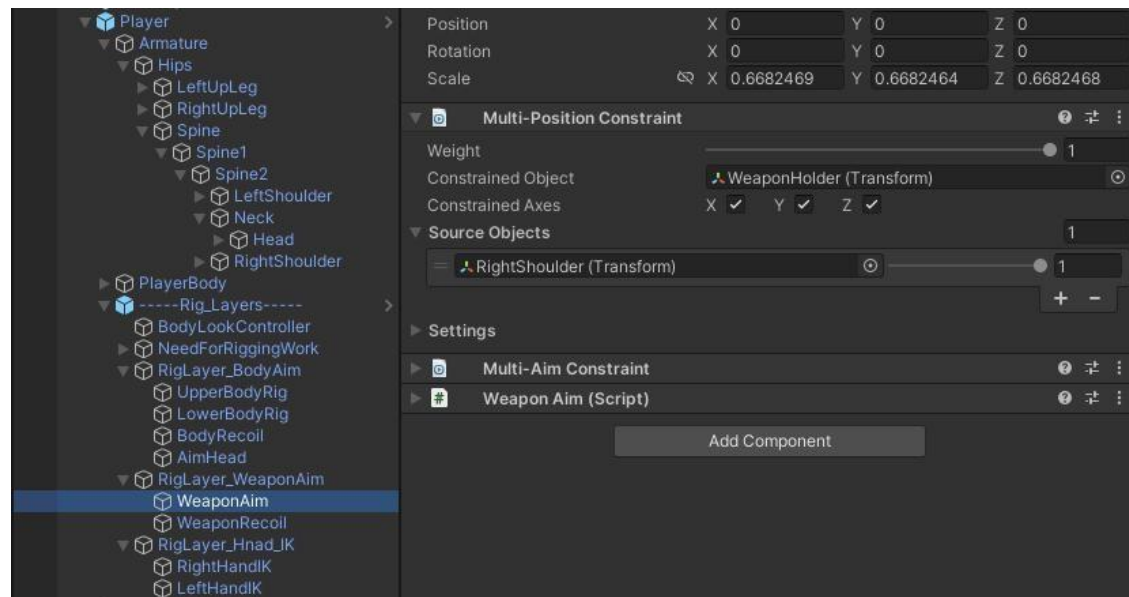


- Goto “---Rig Layers---” -> “RigLayer_BodyAim” -> “AimHead” drag and drop your character “head” rig into the “Constrained Object”.



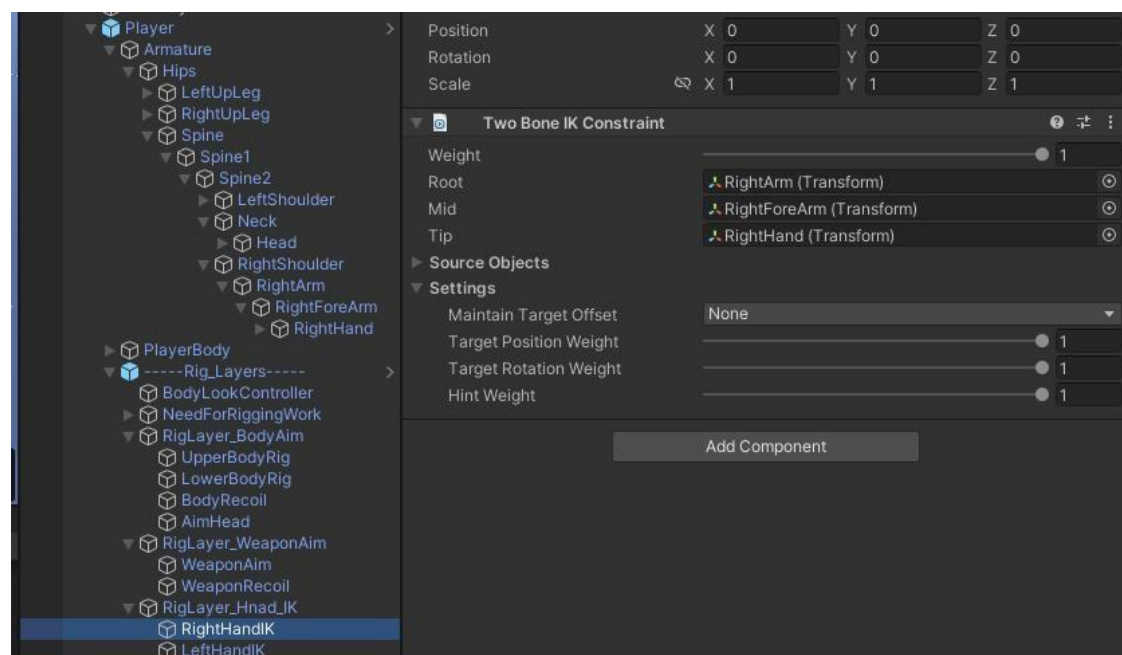
WEAPON IK

- Goto “---Rig Layers---” -> “RigLayer_WeaponAim” -> “WeaponAim” drag and drop your character “RightShoulder” rig into the “Source Objects” in Multi-Position Constraint Script.



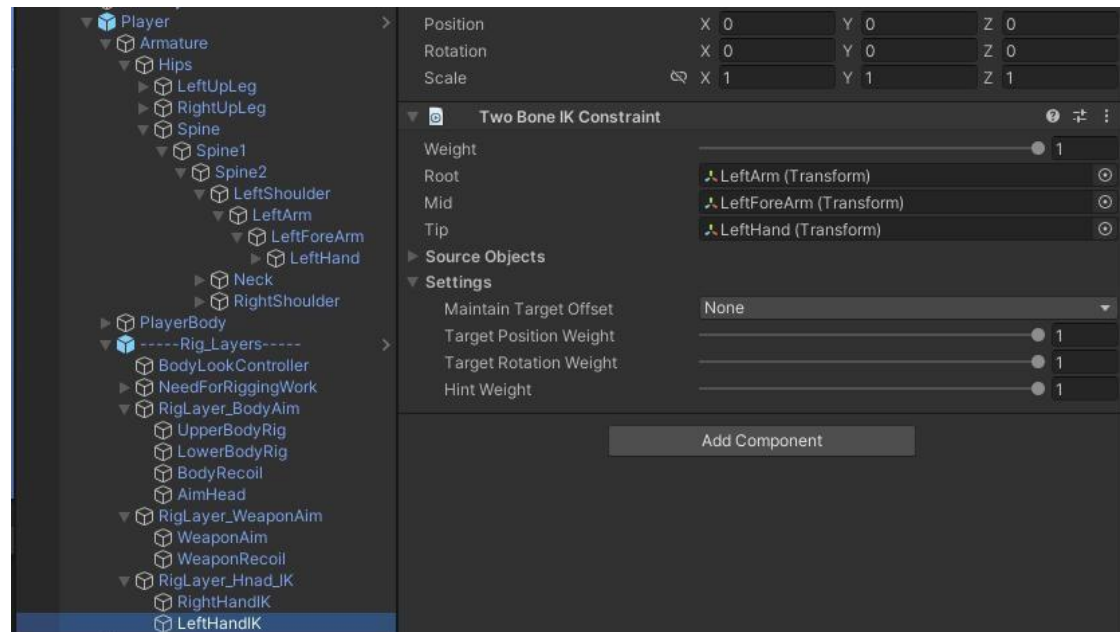
RIGHT HAND IK

- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “RightHandIK” drag and drop your character “RightHand” rig into the “Tip”.
- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “RightHandIK” drag and drop your character “RightForeArm” rig into the “Mid”.
- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “RightHandIK” drag and drop your character “RightArm” rig into the “Root”.



LEFT HAND IK

- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “LeftHandIK” drag and drop your character “LeftHand” rig into the “Tip”.
- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “LeftHandIK” drag and drop your character “LeftForeArm” rig into the “Mid”.
- Goto “---Rig Layers---” -> “RigLayer_Hnad_IK” -> “LeftHandIK” drag and drop your character “LeftArm” rig into the “Root”.

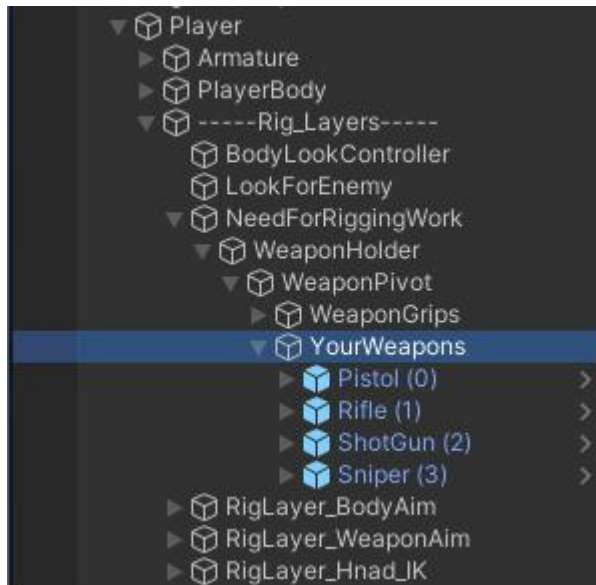


- You can also configure the **custom rig** of your character
- Here's the tutorial below:

<https://youtu.be/CRolKmf2zYc>

SETUP WEAPONS

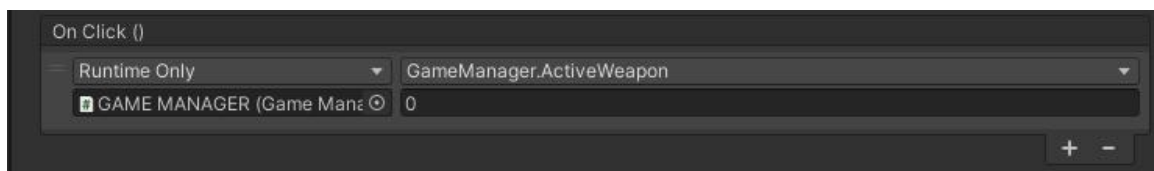
- Goto "GeeZyyGames" ---> "ShootingKit" ---> "Prefabs" ---> "Weapons" folder. And drag and all weapons into your "YourWeapons" object child.
- You can adjust weapon sequence for activation weapon first.
- Don't Rename or adjust child sequence any of objects in -----Rig_Layers----- (only adjust weapon sequence)



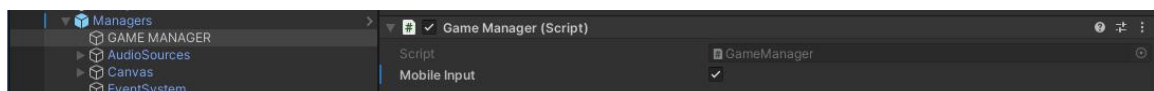
- In **GameManager** Script there is a method `ActiveWeapon(int weaponIndex)`
- You can call this method to any button and set the weapon index

```
public void ActiveWeapon(int weaponIndex)
{
    GameUnpause();
    weaponController.ActivePlayerWeapon(weaponIndex);
}
```

- If index is 0 than first weapon in sequence will be true
- if index is 1 than second weapon in sequence will be true
- and so on...



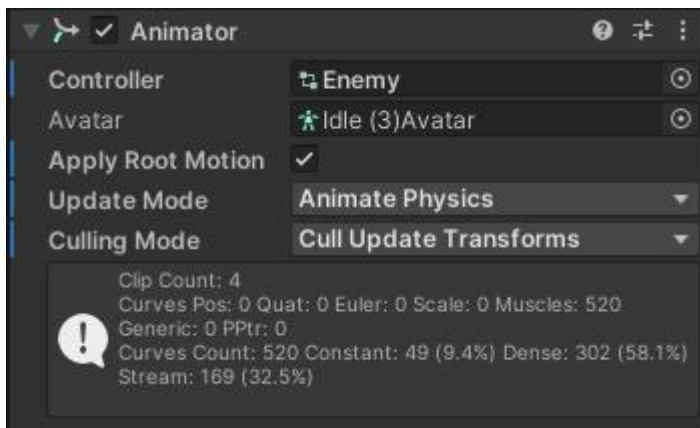
- You can switch to mobile inputs by checking the bool true in GAME MANAGER



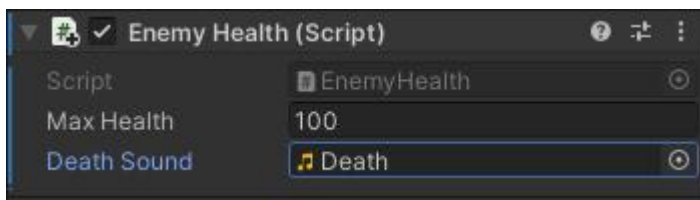
-----END OF PLAYER CONFIGURATION-----

ENEMY CONFIGURE

- Drag your enemy character into your scene.
- Make sure your enemy character rig type is set to **Humanoid**.
- Attach these following components to your enemy character.
 - Animator
 - EnemyController (Script)
 - EnemyHealth (Script)
- Drag drop the “Enemy” animator into your controller
- check true apply root motion
- Set “Animate Physics” for Update Mode



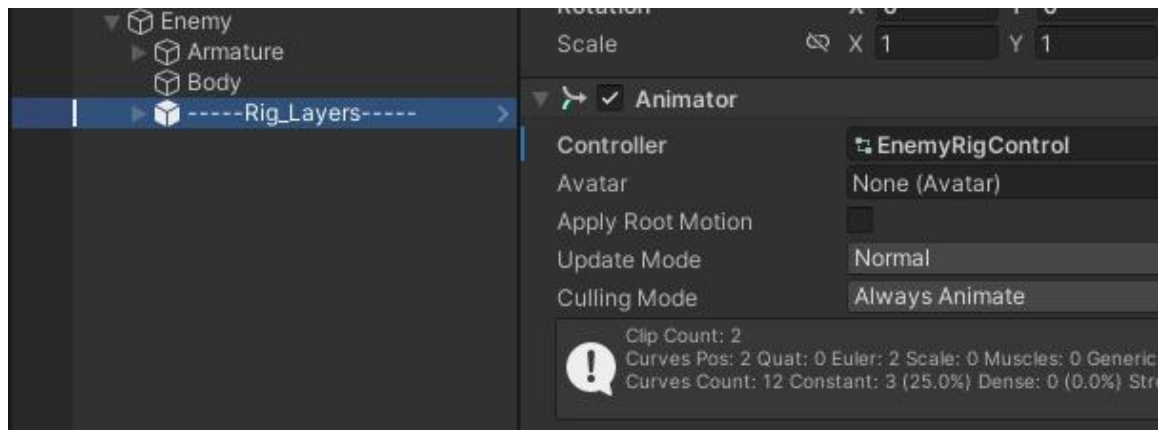
- Set your enemy health and death sound effect



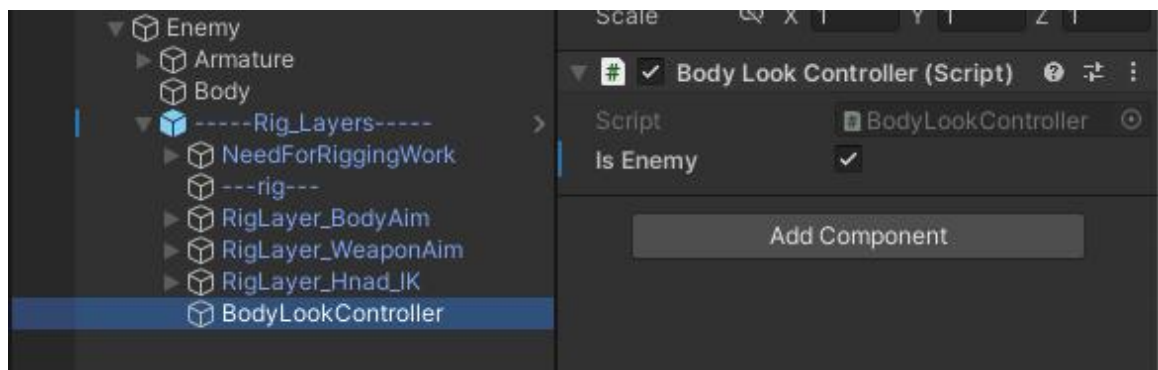
- Goto “GeeZyyGames” ---> “ShootingKit” ---> “Prefabs” folder. And drag and drop “---Rig Layers---” object into your enemy character child.



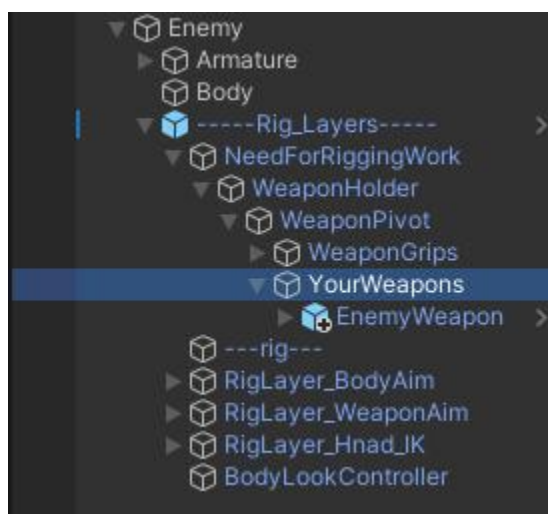
- Select “----Rig_Layers----” object and Drag drop the **EnemyRigControl** animator into your animator controller.



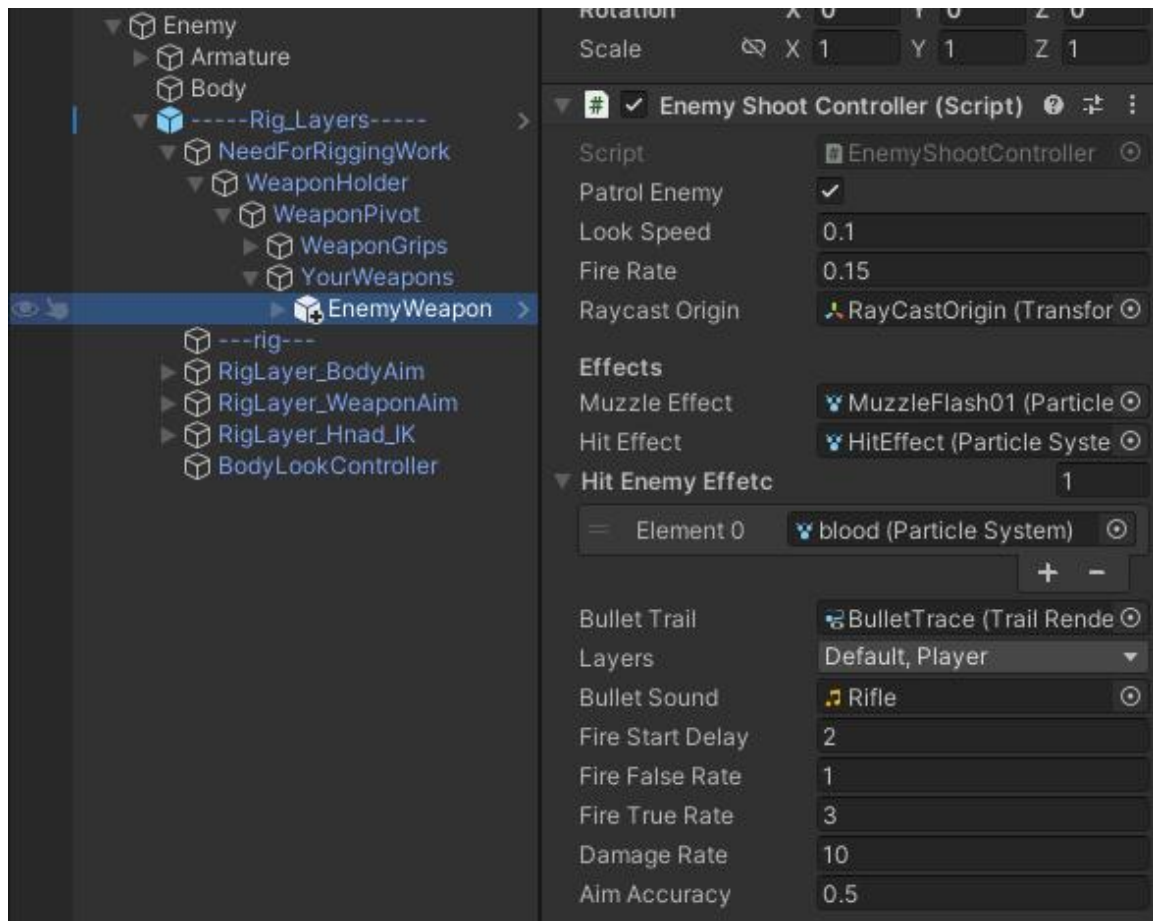
- Select the “BodyLookController” object and check the “Is Enemy” bool true for enemy.



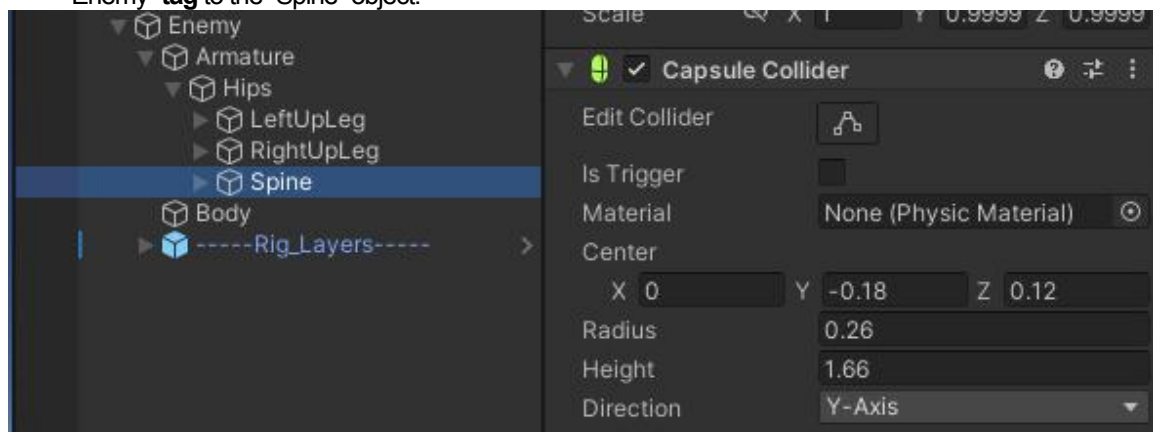
- Goto “GeeZyyGames” ---> “ShootingKit” ---> “Prefabs” folder. And drag and drop the “EnemyWeapon” into your “YourWeapons” object child.



- Select the “EnemyWeapon” and assign the “Default” & Player” **Layers** on EnemyShootController Script.



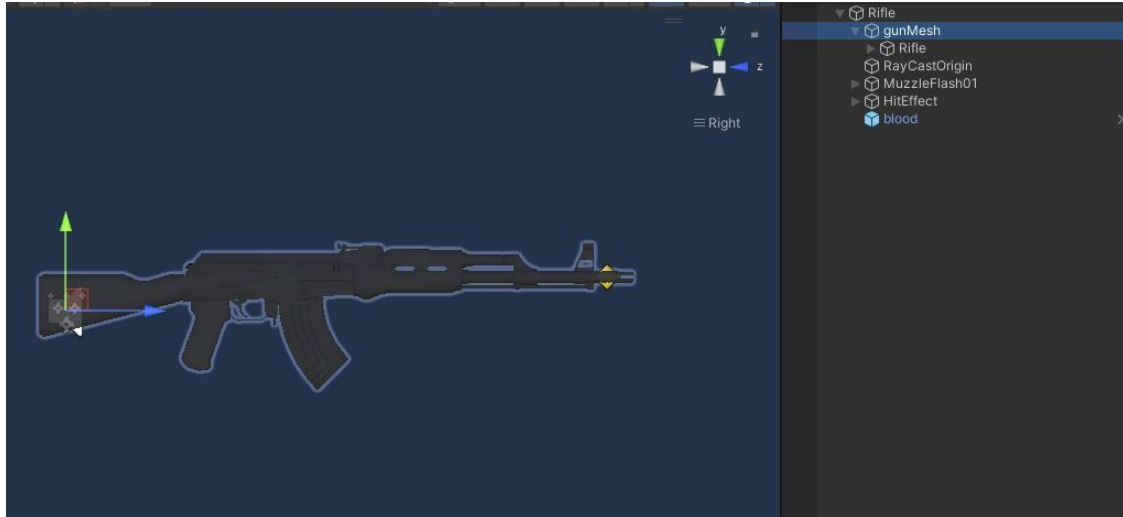
- Now Set your following IK as we set above for player.
 - **Body IK**
 - **Weapons IK**
 - **Right Hand IK**
 - **Left Hnad IK**
- Drag and drop your “Spine”, “Spine 1”, “Head”, “RightShoulder” and all your Left & Right Hands Rigs as we set above for player.
- **Don’t Rename or adjust child sequence any of objects in -----Rig_Layers-----**
- Select the rig object “Spine” of your enemy character and set the “capsule collider”. And assign the “Enemy” **tag** to the “Spine” object.



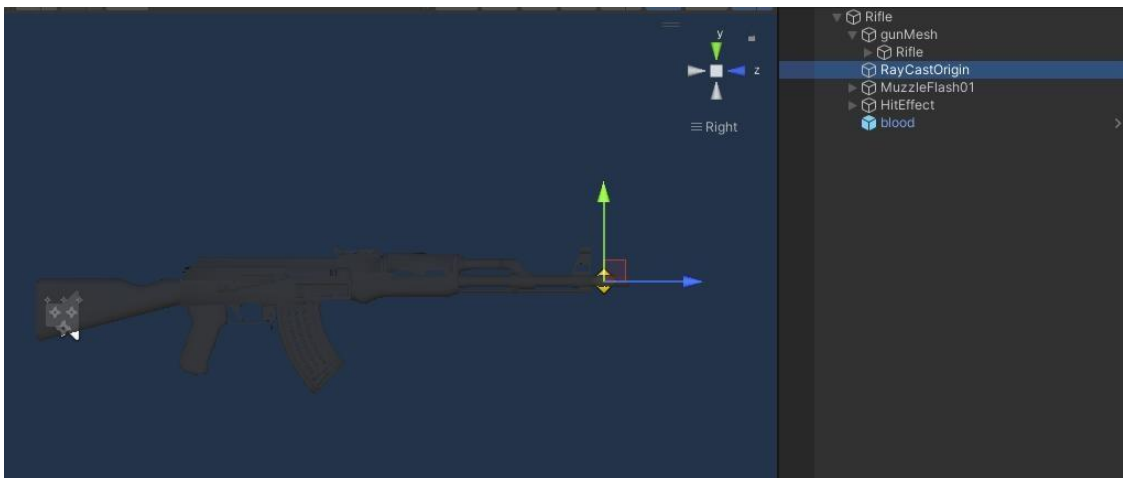
-----END OF ENEMY CONFIGURATION-----

WEAPON CONFIGURE

- Open your weapon prefab Drag and drop your custom weapon object in “gunMesh” child.



- Set the “RayCastOrigin” and “MuzzleFlash01” position on your weapon.



- Attach “ShootController” script for player weapon
- Attach “EnemyShootController” script for enemy weapon
- Now set weapon into your player or enemy

-----END OF WEAPON CONFIGURATION-----

FOR ANY HELP
sh.anas.3000@gmail.com

