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 scenes to help bridge the gap between the two assets.

AC can be combined with Cinemachine in one of two ways, depending on your needs:

1) If you want to rely on Cinemachine for all of your cameras, attach the Cinemachine Brain component to your scene's MainCamera (which also has AC's MainCamera component), and forego AC's GameCamera system completely in favour of Cinemachine VCams.
2) If you want to rely on a mix of AC GameCamera and Cinemachine VCams, keep your Cinemachine Brain and AC MainCamera on separate GameObjects (each with their own Camera components), and attach AC's Basic Camera component to the Cinemachine Brain. This will allow you to switch to the Cinemachine Brain using AC's standard **Camera: Switch** Action, and Scene Manager's Default Camera field.

Both of these approaches are demonstrated in the two examples scenes in this package (install the custom Action before running - see below).

This package provides the following:

Cinemachine: Camera

A new Action that lets you change a Cinemachine VirtualCamera's priority, or switch VirutalCamera via the Cinemachine Mixer Controller (see below). To install this Action, point to this package's **Scripts/CustomActions** subfolder in your Actions Manager's Custom Actions panel - see this tutorial.

Cinemachine Mixer Controller

Attach this component to a Cinemachine Mixing Camera and then use the above Action to easily transition between each of its Child Cameras.

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.

Parent To Spawned Player

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.