<http://cgcookie.com/unity/2011/12/05/introduction-to-character-controllers/>

scripts for character controller starts at 8:40

camera to follow cube: 3rd person camera script

<http://www.youtube.com/watch?v=yqfrREmWvC0>

**import package> character controller**

drag third person controller into scene

third person camera script

camera transform: main camera

replace with your own model with animations for

running (same as walking, but increase speed), walking, jumping (pose 2 or 3 frames long) idol

all but jump pose should have wrap mode: loop, and loop checked

<http://www.youtube.com/watch?v=3ro-PhpW9g0&index=4&list=PLLYcFn4y1lTWyUF_5P1JWDypQgO-H5J2S>

if model is too big or small you need t adjust the scale factor

put both your prefab and unity’s 3pc at 0,0,0

select unity pefab ‘third person controller’ in hierarchy, use drop down button

control select bip001 and construction\_worker DELETE

Next, drop down on your prefab model, control select all and drag onto “third person controller’

With your new third person controller, change out animations in the 3pc script and animation script

In animation script:

Change default animation

Change size to 4

Put your 4 in the first four elements

To adjust the character controller (pill)

Select character controller of 3pc

Adjust “center” values

0-16 (then skip to) 19:00

Alternative to camera follow:

Assets>import package>import scripts

Delete third person camera script from 3pc inspector

Component>camera control> mouse orbit

Target: 3pc

Distance: 5m

Drop down for 3pc script has many settings for adjustments