using System;

using UnityEngine;

namespace UnityStandardAssets.Cameras

{

public class HandHeldCam : LookatTarget

{

[SerializeField] private float m\_SwaySpeed = .5f;

[SerializeField] private float m\_BaseSwayAmount = .5f;

[SerializeField] private float m\_TrackingSwayAmount = .5f;

[Range(-1, 1)] [SerializeField] private float m\_TrackingBias = 0;

protected override void FollowTarget(float deltaTime)

{

base.FollowTarget(deltaTime);

float bx = (Mathf.PerlinNoise(0, Time.time\*m\_SwaySpeed) - 0.5f);

float by = (Mathf.PerlinNoise(0, (Time.time\*m\_SwaySpeed) + 100)) - 0.5f;

bx \*= m\_BaseSwayAmount;

by \*= m\_BaseSwayAmount;

float tx = (Mathf.PerlinNoise(0, Time.time\*m\_SwaySpeed) - 0.5f) + m\_TrackingBias;

float ty = ((Mathf.PerlinNoise(0, (Time.time\*m\_SwaySpeed) + 100)) - 0.5f) + m\_TrackingBias;

tx \*= -m\_TrackingSwayAmount\*m\_FollowVelocity.x;

ty \*= m\_TrackingSwayAmount\*m\_FollowVelocity.y;

transform.Rotate(bx + tx, by + ty, 0);

}

}

}