

THIRD PERSON CHARACTER CONTROLLER

By Duelator

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OVERVIEW

Duelator's Third Person Character Controller brings to you a simple, functioning and customizable character controller which you can use to kick start your game. It is a start-to-end package where you can set up your character within 5 minutes as it is very easy to use. The scripts are very simple and straightforward and thus, you can easily add on to it. I wish you all the best for your use with the asset and your projects.

- Duelator

Contact – tanmay7d@gmail.com



PACKAGE INCLUDES

- Player Model FBX + White material
- 9 Movement Animations – Crouch, Crouch Walk, Idle, Walk, Run, Sprint, Landing, Jump, Falling.
- Animator Controller - "Standard TPM Controller"
- Input Actions Asset - "Demo Input Controls"
- Camera Manager Prefab
- Player Prefab
- Skybox Material
- Demo Scene with Skybox
- Third Person Camera Controller Script
- Third Person Controller Script
- Reset Jumping Script (for animator controller)
- Shaders and Textures for Various Purposes

PACKAGE FEATURES

- Walking
- Normal Movement
- Sprinting
- Crouching
- Jumping
- Third Person Camera
- Camera Collision
- Model + Animation
- Keyboard and Mouse + Joystick Support

DEPENDENCIES

- Make sure to download the New Input System Asset and set the input system to either New Input System or both. [\(tutorial\)](#)
- You can use any render pipeline of your choice, but be sure to convert the materials to the ones which support your render pipeline.
- Make a ground / environment layer and assign that layer to all the objects under the "Environment" object in the inspector. Then, assign that layer in the player controller script as well as the camera controller script in the scene, under the field called "Ground Layer".

SET UP YOUR OWN SCENE

- Drag and drop both the Third Person Player Prefab and the Camera Manager in your scene.
- Make sure to fill each of the fields in the inspector properly, other than the ones marked "Do not Edit". They will not have any effect, even if edited.
- Be sure to put the layer mask of the ground, under the field "Ground Layer" on both the Camera Manager and the Player, also assign that layer to objects in the surrounding.
- That's It! Very easy and quick to set up, and you have yourself a full-fledged Third Person Character Controller.

THANK YOU

Thanks A Lot for using Duelator's Complete Third Person Character Controller.

I hope you were able to use the asset well and enjoyed it. If you did, or did not, do leave a review and a comment on the Unity Asset Store. For any problems, questions, or feedback, you can contact me on the email address : tanmay7d@gmail.com

If you are using the asset for commercial purposes, please give credits to the owner – Duelator.