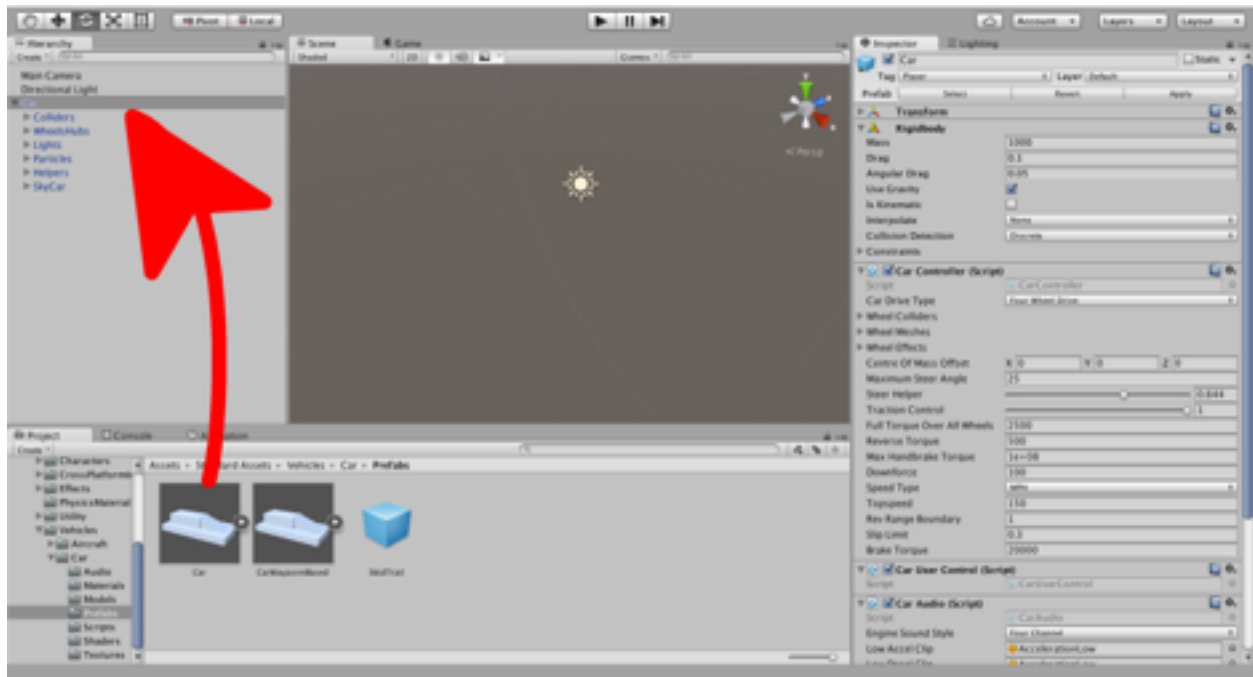


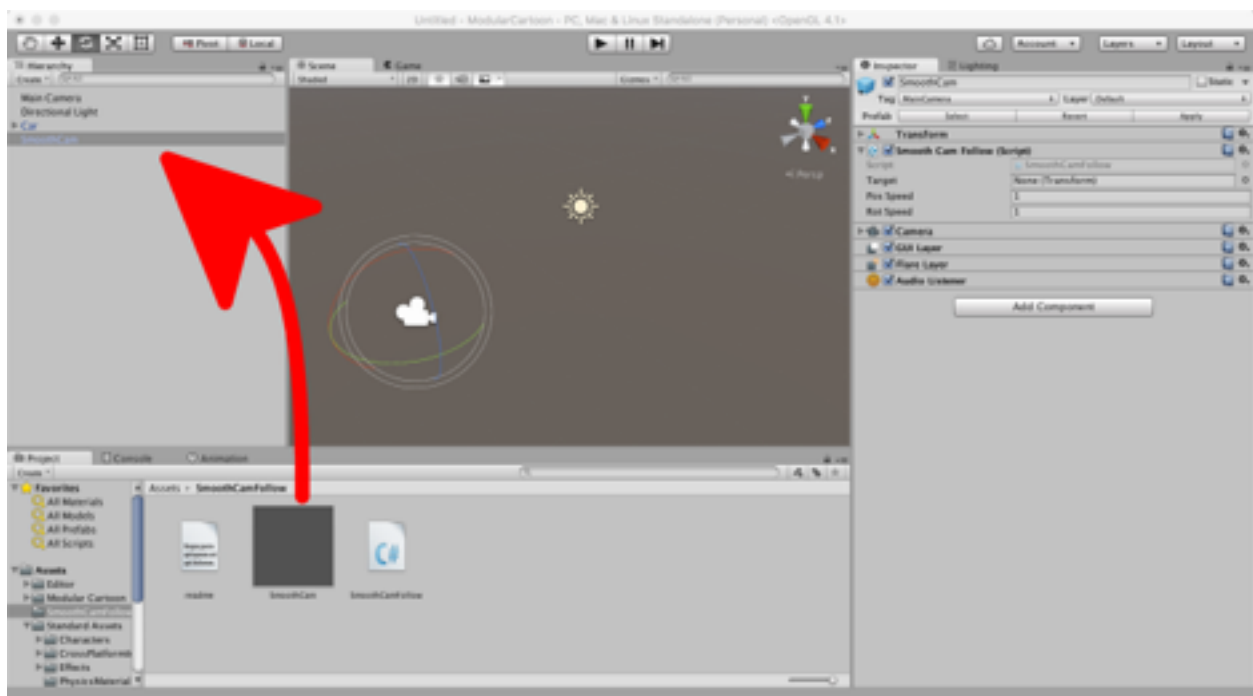
Thanks for downloading Smooth Cam Follow!

Setup

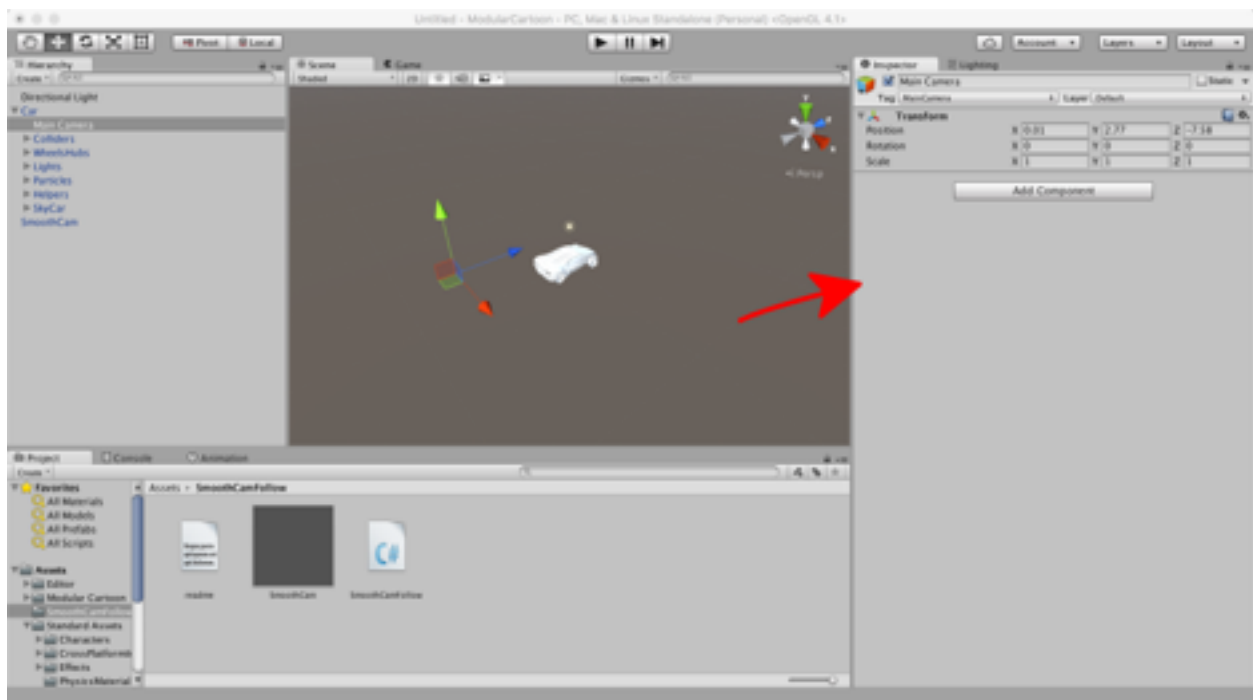
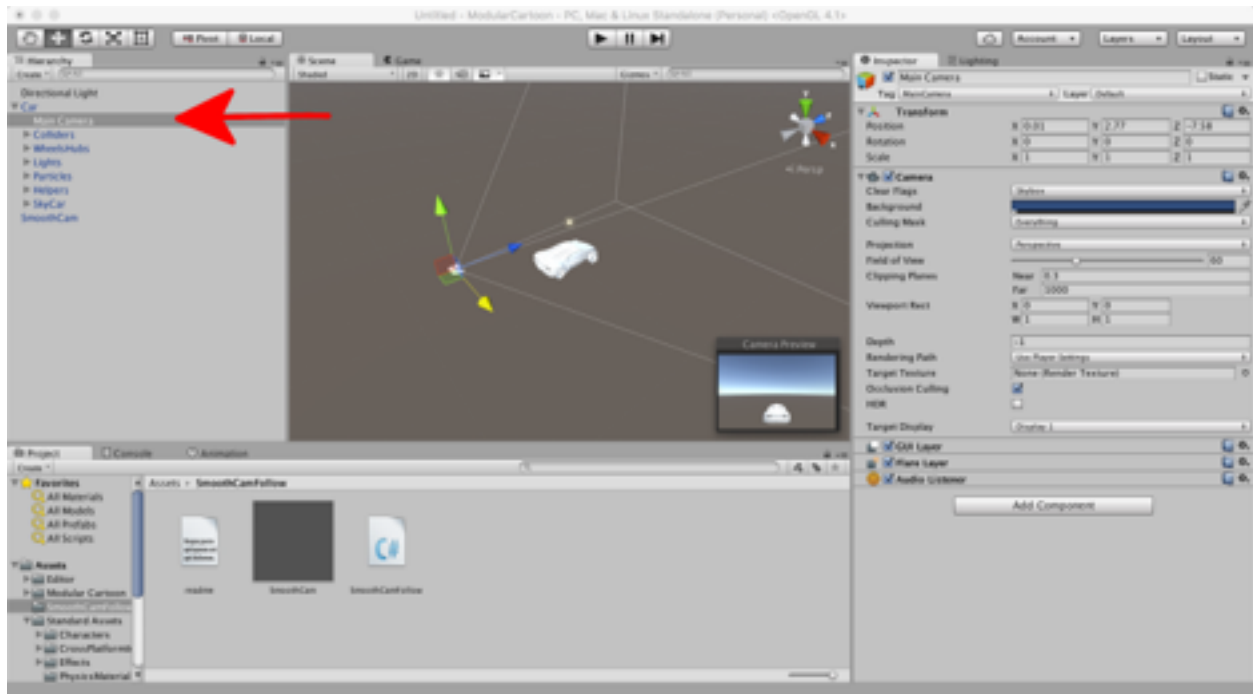
1. Add your character to the scene



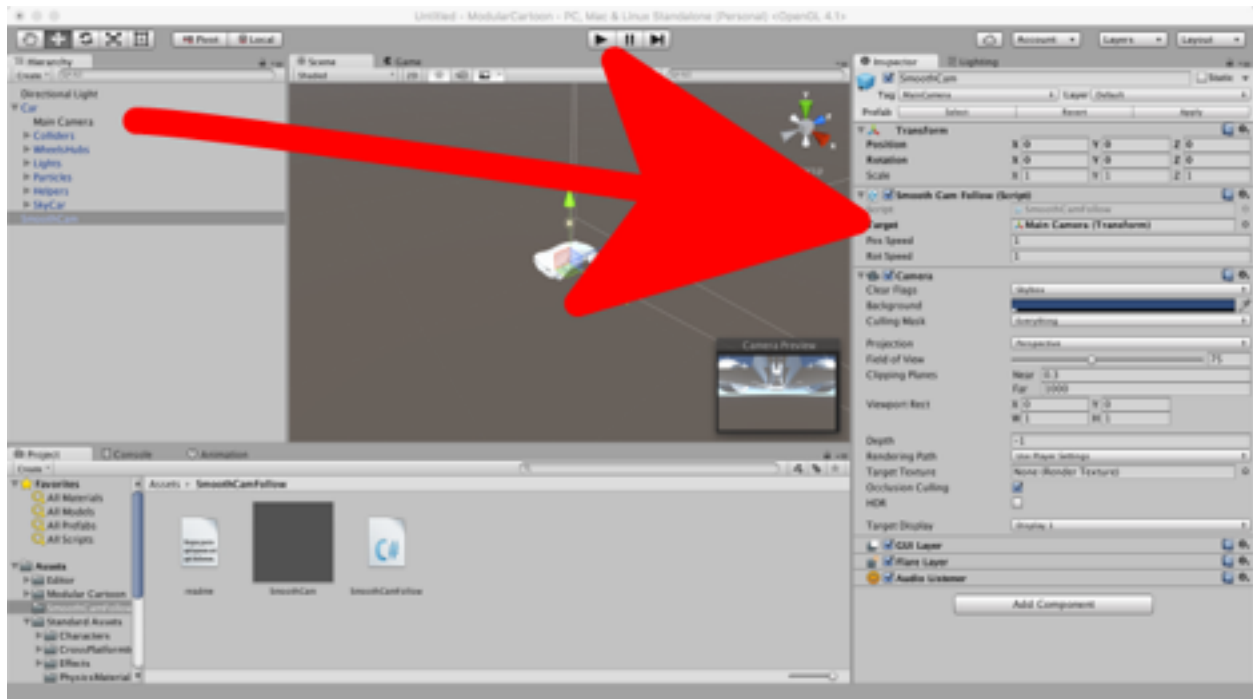
2. Add the SmoothCam prefab to your scene



3. Add a camera where you would like the SmoothCam to zoom to as a child of the character, then remove every component except for its transform component (get the character/vehicle in the shot from the perspective you want in the game)



4. Drag the camera to the target transform property on the SmoothCamFollow script component (at the top of the SmoothCam prefab in the inspector)



Details:

To remove a component click the cog icon and click "Remove Component". Make sure the camera you setup on step 3 is stripped down to just it's transform component. The Main Camera cannot be a child of the character object - it should be a separate entity in the scene. The positional speed property defines how fast the position of the Main Camera will change to try to reach the target position; the rotational speed property likewise controls how fast it rotates to reach the target's rotation.

If you have any questions about this package please feel free to e-mail us at:

assets@integrity-sg.com

Have fun with Smooth Cam Follow - please leave us a rating or a review if you appreciate it!