

Heidentum Camera

Free asset to help anyone who want to create its own 3D RTS Game.

How to use?

Put the Camera Controller GameObject in the scene and you are good to go.

OR

You can put the Camera Controller script in any other GameObject that is in the scene.

BUT

I recommend putting the Camera Controller script inside your "Player" Gameobject, you can disable it for not local players easily if your project is multiplayer.

You are free to use and modify the asset the way you want, the script it fully commented.

