CORNEA CAMERA DIRECTOR GUIDE

"Thank you for buying Cornea Camera Director. Happy gaming and deving"

GIVING ME A 5-STAR RATING WILL MAKE ME VERY HAPPY AND IT HELPS ALOT AS A FULL TIME UNITY PUBLISHER.

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INTRO:
Cornea Camera Director is a light-weight, fast and extremely easy camera system that helps you in directing and camera movement. It also provides a number of effects. Cornea Camera Director has it's own accurate and easy-to-use lerping engine that will make camera transition look amazing, smooth, accurate and fast. This system infrastructure has been written to become as scalable as possible. It's also optimized for mobile phones as well.

GETTING STARTED:
1. Drag the Cornea Camera prefab into your scene.

2. Make empty game objects and place them scattered all over your world. Play with their rotation as well. It'll be more fun.

3. Make another empty game object and call it Main Path. This should be the main camera position that the camera is currently positioned on. Make sure they're placed exactly the same by copy pasting the positions of the axis from the camera to Main Path position.

4. Open up Cornea Camera prefab that is inside your scene, it has a child object of Camera component called Camera. Inside Camera you will notice it has the Cornea Camera Director script.

5. In the **Lerp Variables** group, there is an array variable named *Lerp Camera Positions*. Set the size to whatever amount of empty gameobjects you have placed **PLUS** the Main Path.

6. The first index should be the Main Path empty object so drag it to the first index.

7. Set the rest of the empty game objects however you please on the index.

8. Now you have created a path

9. Create a script, you can call it *MoveCamera.*

10. Attach this new script to the camera object.

11. Edit the script:

```
CorneaCameraDirector Cornea;
void Start()
{
    //get the main Cornea script
    Cornea = GetComponent<CorneaCameraDirector>();
}


void Update(){
    //when W is clicked on the keyboard
  if(Input.GetKeyDown(KeyCode.W)){
        //this method starts the camera pathing
        Cornea.Lerp.CameraLerpPath();
    }
}
```

Now Play the scene and hit W on your keyboard. The camera should automatically follow the path.

EDITING VARIABLES:
You can programmatically/dynamically edit the variables from the main Cornea script exactly as you see their names. Example: Cornea.[variable name] = something.

METHODS:

First you need to get the Cornea script first by GetComponent<>();

<u>Start warping:</u>
Cornea.Warp.Start = true;

<u>Start camera pathing:</u>
Cornea.Lerp.CameraLerpPath();

<u>Go to next camera position:</u>
Cornea.Lerp.CameraLerpNext();

<u>Go to previous camera position:</u>
Cornea.Lerp.CameraLerpPrev();

<u>Go to specified camera position using index:</u>
Cornea.Lerp.CameraLerp(index);

<u>Get current camera position lerped index:</u>
Cornea.Lerp.GetCurrentIndex;

<u>Start camera handheld movement:</u>
Cornea.Handheld.Start = true;

<u>Stop camera handheld movement:</u>
Cornea.Handheld.Start = false;

<u>Start camera shake:</u>
Cornea.Shake.Shake();